

**FREE!** MASSIVE 32 PAGE CD SIZED DIE HARD TRILOGY TIPS BOOK!

# MEAN MACHINES PlayStation

**EXCLUSIVE!**

**TEKKEN  
3**

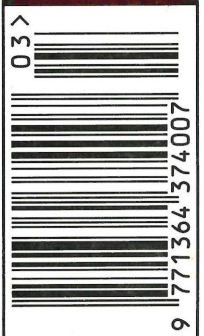
**6 PAGE SPECIAL!**

**OI! NEWS  
BLOKE! YOU'LL  
DIE REAL HARD IF  
I DON'T GET MY  
TIPS BOOK!**

**PLUS!**  
**TWISTED METAL WORLD TOUR  
SPOT GOES TO HOLLYWOOD  
LEGACY OF KAIN  
DARK FORCES  
EXHUMED  
ISS PRO**

**ONLY!  
£2.50**

March #6



**TOBAL NO2 • DRAGON QUEST VII • TOSHINDEN 3**



# WARHAMMER

## SHADOW OF THE HORNNED RAT™

# "SOUND THE CHARGE, WE GO TO WAR!"

"... Warhammer is a stunning piece of work...  
the level of detail is quite astonishing...  
it's almost as good as watching Braveheart -  
but with you in charge...  
it's going to be very hard for anyone to top it."  
- Official PlayStation Magazine



"...this is going to be  
an instant hit...  
a fantastic war game for  
the PlayStation."  
- Play+.

"A PlayStation event worth waiting for."  
- PSX Pro.

AVAILABLE FOR  
**PLAYSTATION**  
SRP £44.99

ALSO AVAILABLE FOR PC CD-ROM  
WINDOWS® 95/3.1



**GAMES**  
**WORKSHOP**



Priority House, Charles Avenue, Millings Park,  
Burgess Hill, West Sussex, RH15 9JQ

Telephone: 01444 246333 Fax: 01444 248995



UK WEBSITE: <http://www.mindscapeuk.com>

The Warhammer and Games Workshop logos are registered trademarks of Games Workshop Ltd. All rights reserved. Warhammer and Games Workshop are registered trademarks and the Games Workshop logo is a trademark of Games Workshop Ltd. All rights reserved. Licensed to Mindscape Ltd. Strategic Simulations, Inc. A Mindscape company. Published in the U.K. and "PlayStation" are trademarks of Sony Computer Entertainment Inc.



# CONTENTS!

## TEKKEN 3

**TEKKEN IT TO THE BRIDGE!**  
It's back and it's bad! Namco's World beating beat-'em-up, Tekken, returns to the arcades for a third outing. The fighting talk starts on page 18!





# CONTENTS!

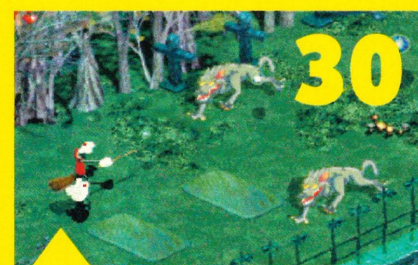
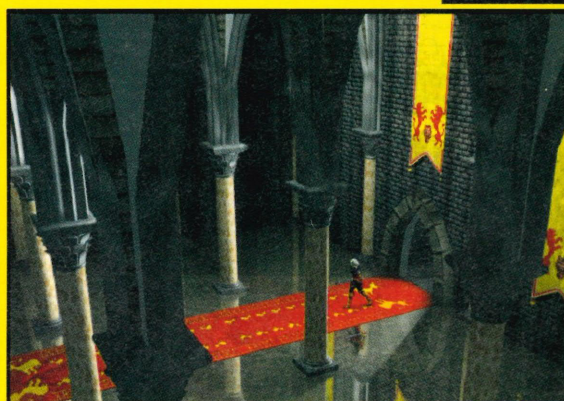
## REVIEWS

<b>TILT</b>	<b>26</b>
<b>MONSTER TRUCKS</b>	<b>28</b>
<b>SPOT GOES TO HOLLYWOOD</b>	<b>30</b>
<b>DARK FORCES</b>	<b>32</b>
<b>TEN PIN ALLEY</b>	<b>34</b>
<b>LEGACY OF KAIN</b>	<b>36</b>
<b>PERFECT WEAPON</b>	<b>38</b>
<b>TOSHINDEN 3</b>	<b>42</b>
<b>JET RIDER</b>	<b>44</b>
<b>CHRONICLES OF THE SWORD</b>	<b>46</b>
<b>TWISTED METAL WORLD TOUR</b>	<b>48</b>



## 36 LEGACY OF KAIN I WANT TO DRINK YOUR BLOOD!

Fancy taking on hordes of the undead and dabbling in lycanthropy? Well, magic your wand to **page 36** and howl at the moon fox-face. OOOOOWWWWWW!!



## 30 SPOT GOES TO HOLLYWOOD

**OUT DAMN SPOT!**

At long last Virgin's 32bit version of the rotund one comes in for review. Roll your spherical self to **page 30** for that visit to the home of movies you always wanted!

## PREVIEWS

<b>WRECKIN' CREW</b>	<b>54</b>
<b>EXCALIBUR</b>	<b>58</b>
<b>EXHUMED</b>	<b>60</b>
<b>VIRTUAL POOL</b>	<b>62</b>
<b>ISS PRO</b>	<b>64</b>

## REGULARS

<b>CHARTS RELEASES</b>	<b>10</b>
<b>CHEATS</b>	<b>52</b>
<b>HOT PROPERTIES</b>	<b>12</b>
<b>MEAN TEAM</b>	<b>14</b>
<b>NEXT MONTH</b>	<b>66</b>
<b>NEWS</b>	<b>6</b>
<b>PLAYPEN</b>	<b>16</b>

## SPECIAL

### TEKKEN 3

**18**





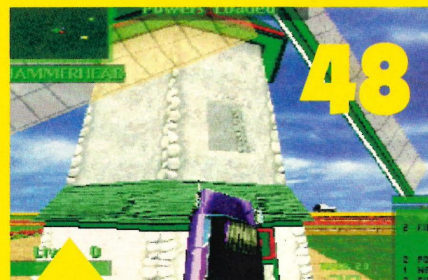
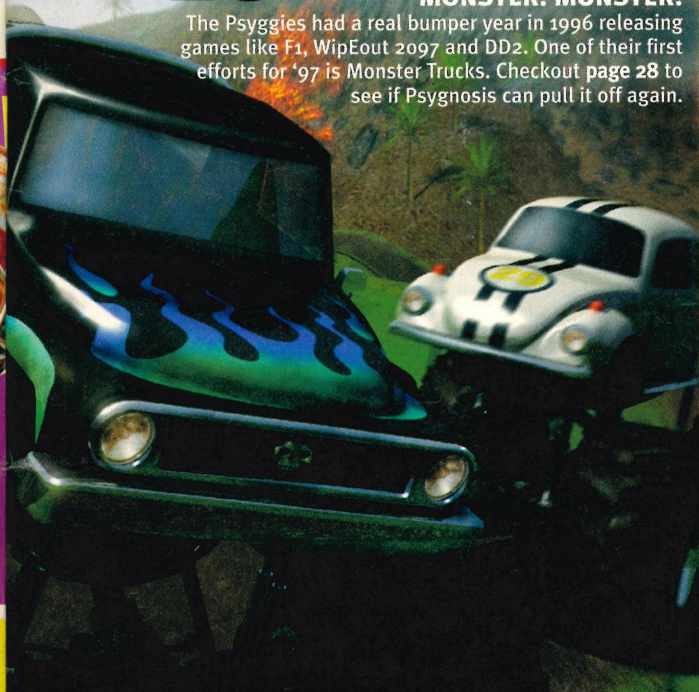


# BLOOD OMEN LEGACY OF KAIN

28

## MONSTER TRUCKS MONSTER! MONSTER!

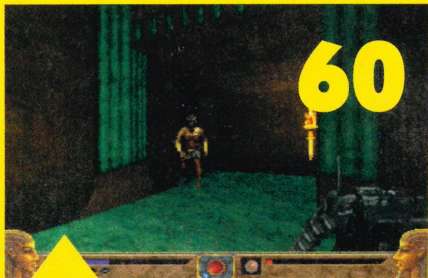
The Psyggies had a real bumper year in 1996 releasing games like F1, WipEout 2097 and DD2. One of their first efforts for '97 is Monster Trucks. Checkout page 28 to see if Psygnosis can pull it off again.



## TWISTED METAL WORLD TOUR

### GET YER MOTOR RUNNIN'

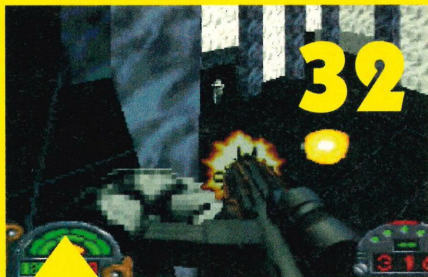
We loved the first version of Twisted Metal, even though it was a little limiting. Now Sony have given it a complete lick of paint and made an absolute belter out of it! Put your pedal to the metal and smash your way to page 48 now!



## EXHUMED

### WALK LIKE AN EGYPTIAN!

BMG's second game to appear in this issue and another corker! Sellotape those bandages together, climb aboard that camel and tread where only the Pharaohs have. Check out page 60 and take a look at this cracking Doom beater!



## DARK FORCES

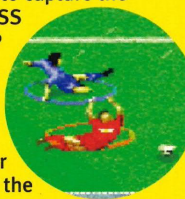
### MAY THE FORCE BE WITH YOU!

We love Star Wars and couldn't wait to play Virgin's Dark Forces. Well, the Imperial Star Destroyer's just about to dock. Forget the droids and turn to page 32 and take a look at this potential Doom beater.

## INTERNATIONAL SUPERSTAR SOCCER PRO

### SING WHEN YOU'RE WINNING!

Konami's second attempt to capture the football market with the ISS engine rolls into the MMP office. After the highly playable, but graphically poor, ISS Deluxe, Pro is a 3D all-dribbling all-tackling Worldwide Soccer beater. Get your ticket for the game on page 64!



64

## HOUSE OF PAIN

### EDITOR

Simon "Large cap and toast and Marmite" Clays

### ART EDITOR

Oz "Never have never will" Browne

### DEPUTY EDITOR

Rob "A stiff drink" Bright

### DEPUTY ART EDITOR

Lucy "Large Tea and toast" Hill

### SENIOR STAFF WRITER/TIPS GURU

Steve "Large Tea and peanut butter toast" Key

### STAFF WRITER

Daniel "Two sausage sarnies" Brooke

### OVERSEAS CORRESPONDENT

Warren "Sushi and a nip of something" Harrod

### ILLUSTRATIONS

Steve Kyte

### SPECIAL THANKS TO:

Oz, Lucy, Steve, Dan, Matt, Rob Bright, Katherine, Claire, Harry, Liza and all at Emap. Plus, a big shout to the following supporting souls: Guy 'Banana Boy' Pearce, Morven and Alan at Sony, Gav at BMG, Nath, Andy and Decs at Ocean, Glen and all at Psygnosis, Jay 'German dungeon' Sharples, Simon Smith-Wright, Richard Eddie, Bastion, Nick and Andrea at EA, Steve McKevitt, Jon Sloane, Namco and Namco Wonderpark, Steve Kyte, Keith at Telstar and of course the Warner mob. Fare thee well and see you in the next life...

### MANAGING EDITOR

Steve "Scrambled egg toasted sarnie" Merrett

### PUBLISHER

Harry "Soggy toast enriched with tea" Attrill

### PROMOTIONS MANAGER

Chris "Two calves, a pig and three hens" Perera

### AD MANAGER

Liza "We don't do the Studio" Hawkes

### PRODUCTION MANAGER

Sam "Time and tide wait for no printer" Lee

### MARKETING MANAGER

Alex "Och aye the flu" Gorman

### PRODUCT MANAGER

Kirstin "Kangaroo butty" Ritchens

### MARKETING EXECUTIVE

Claire "Tea and a knackered 924" Matthews

### EXECUTIVE PUBLISHING DIRECTOR

Sarah "A light snack" Jones

### EDITORIAL CONDEMNED PROPERTY!

Priory Court,

30-32 Farringdon Lane,

London EC1R 3AU.

PHONE: (0171) 972 6700

FAX: (0171) 972 6710

EMAIL: playstation@qix.compulink.co.uk

PRINTED: Cooper Clegg • COLOUR BY: Sarah-Jane Leavey & Sarah Best-est • DISTRIBUTED BY: Frontline • Printed in the UK • © EMAP IMAGES 1996

### SUBSCRIPTIONS AND BACKORDERS:

Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. Subscription Hotline (9:30-5:30 Mon-Fri): (01858) 468888. All subscription rates include postage and packaging. The annual subscription rate for one year is: United Kingdom and BFPO: £23.50; Eire: £23.50; Europe Airmail: £35.00; Rest of World Airmail (Zones 1&2): £53.00; Rest of World Surface Mail: £30.00.

### BACK ISSUES

U.K. £3.50

Mean Machines PlayStation is in no way endorsed by Sony Interactive Entertainment. While we have acknowledged copyright holders whenever possible, if we fail to do so please contact us and we will rectify the oversight. Mean Machines PlayStation is the exclusive copyright of EMAP. Any duplication, transmission in any form, or use of the text or pictures contained within the magazine will result in legal action and a horde of us descending on your house to duff you up.

We regret to say that cover-mounted gifts and promotions are not available to our overseas readers. Ever so sorry!

COMPETITION RULES: EMAP IMAGES employees and their immediate families aren't allowed to enter any MMP competitions. The Editor's decision is rubbish, impaired by dirty booze and open to bribery.

Mean Machines PlayStation is an EMAP IMAGES publication. Other Images titles are: PlayStation Plus, Mean Machines Sega, Sega Saturn Magazine, Nintendo Magazine System, CVG and CU Amiga.

### AND REMEMBER KIDS...

A healthy breakfast might not taste that good, but it'll never make you smudge yer undies!



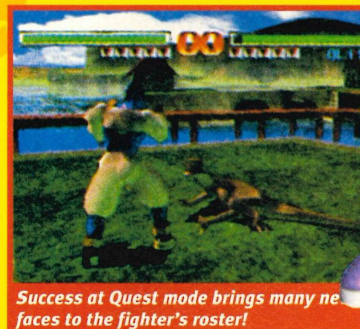
# POST! TOBAL 2



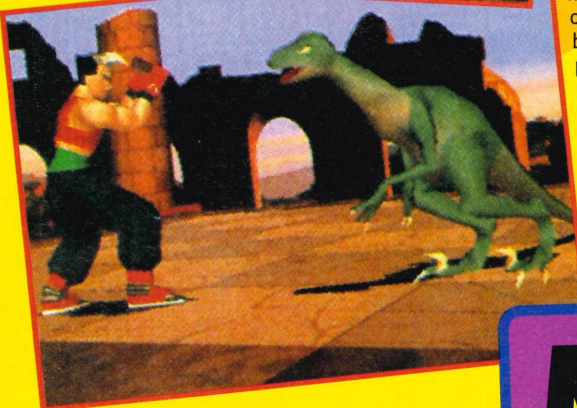
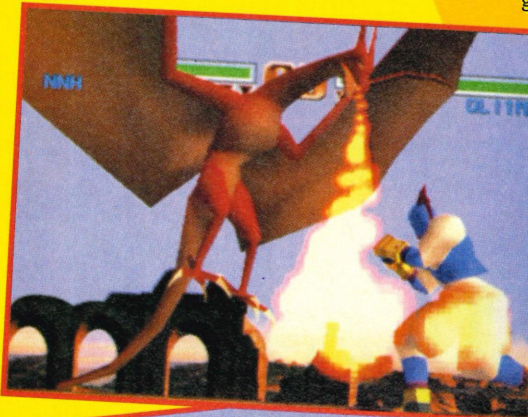
In Issue 5 you'll no doubt remember that we decided to give Tobal No.1 a second

review after its official release. We were impressed and awarded it 87% the second time around. But would you Adam and Eve it eh?

Before you can say 'hey, check the sequel Tobal fans', there's a sequel, Tobal No.2. What flaws there were in the first game have been ironed out. The graphics are looking smoother and the overall presentation has been given a facelift. Most impressive though are the new additions. Characters are now capable of projectile attacks making combat that bit more interesting. Chunji-Wu, for example, executes a very pretty fireball attack, while Epon releases a stream of white flame. This is all done in the good ole' Street Fighter style. Quest Mode has also been jazzed up, with new boss characters in the shape of a dragon, a wolf and a raptor, and more in-depth and challenging gameplay than the original.



Success at Quest mode brings many new faces to the fighter's roster!



## DRAGON QUEST VII

Continuing the long history of this vast and successful RPG series comes Dragon Quest VII. It's the best selling RPG of all time, as a Super NES owner could tell you, and it is argued that the release of this game will be one of the reasons the N64 will sell. This is however getting priority release on the PlayStation, with a Nintendo 64 version following afterwards. You can expect to see it on the shelves later in the year.



all uppity about this long wait, but the programmers are determined to make the game perfect, and you can't really argue with that. With any luck, it should be out some time in March. To recap on the state of play at

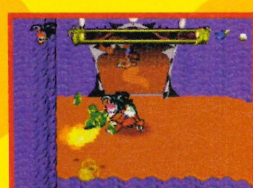
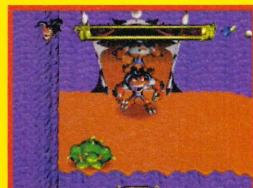
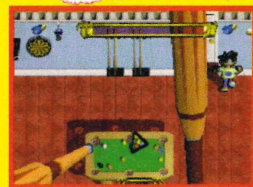
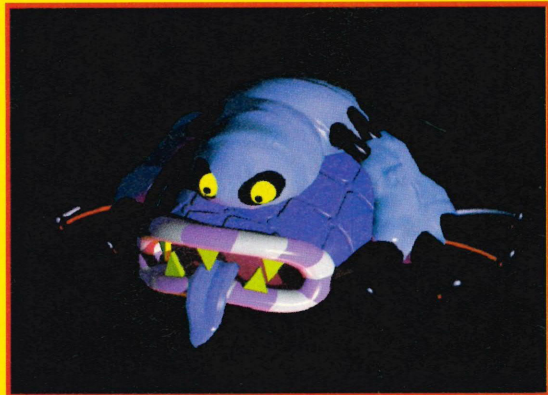
Just to keep you dribbling away, Codemasters have put back the release date of Micro Machines while they tidy the game up, dot the 'i's' and all that. Okay, so you might be getting

the moment, you'll be glad to hear that MM3 has got all its tracks in place. There's the breakfast table, the pool table, the pond, the garden, the workshop et al, each track involving four versions, going from the very simple to the very tricky for experts. The tracks are full of smart little touches like processing the cars through a kids chemistry set and popping out of toasters. There are some brilliant extras as well in the shape of new power-ups. Among other things, players now have the ability to lay mines, make nasty use of giant mallets or burn up other racers using a fiery exhaust blast. Can't wait can you? Well, you're gonna have to, at least for a month or so. Sad innit!

## MICRO MACHINES

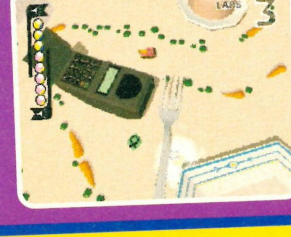
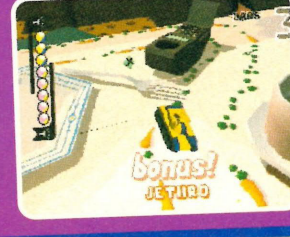
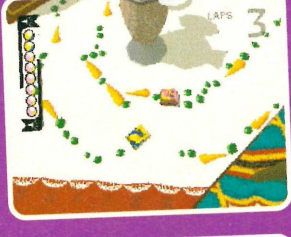


# SWAGMAN



Swagman has been in the works for some time, but it looks like Eidos are finally getting it together, preparing for a release in March. Shot from a 3D isometric perspective, Swagman sees Zack and Hannah trying to free Dreamfly and her posse from the evil clutches of Swagman himself and his band of Night Terror homies. This inevitably involves lots of exploration coupled with puzzles, combat and the occasional transformation as Zach and Hannah become Dreambeasts in

possession of some special abilities. The twins can be controlled simultaneously making for a smart two-player mode, the levels are huge, and the graphics and presentation both look very neat and tidy.



## TWISTED METAL WORLD TOUR

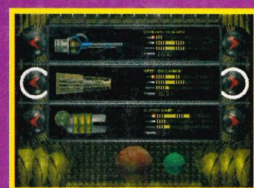
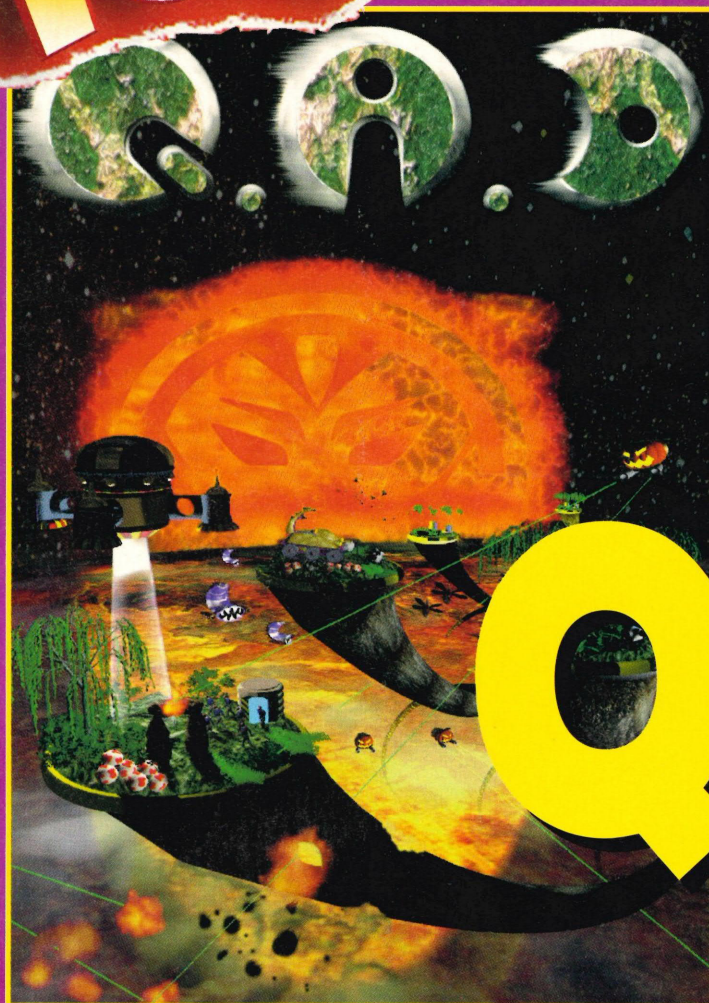
"GET TWISTED METAL WORLD TOUR AND GET IT SOON"  
Play Magazine

"THE BEST 2 PLAYER ACTION GAME OF ALL TIME"  
Game Informer





# Psst!



# QAD

Philips Media takes to the skies, with forthcoming strategy/shoot 'em up, QAD: Quintessential Art of Destruction. Developed by Cranberry Source, QAD mixes frantic action and strategy as you go head to head with a computer-controlled opponent in a race to save as many hostages as possible. It's cheeky tactics ahoy, as you sneak in to steal enemy rescue pods, sacrifice innocent hostages to improve the ratio, or just get on with it. Expect morphing landscapes and tons of alien invaders in April.

# COME OUT BLA



Keeping the peripherals coming, Blaze have released a whole range of stuff for the kid who must have everything. For starters there are some very cool see-through Hyper Controller joypads complete with turbo and slow buttons. There are a total of three colours available – green, yellow, blue – and another that's completely see-through. Likewise, there's a range of joypads in nice bright primary colours. But this colour bonanza doesn't stop there with things like memory cards being given an exciting lick of paint also, and a high capacity memory card available as well. For fans of shooting games there's the Avenger light gun, a big, weighty piece in the design of an Italian Beretta. And to top off this fine collection, what about getting your hands round the Pro Arcade Joystick, perfect for the discerning gamer and especially ideal for fans of combat classics like Street Fighter Alpha 2 and Tekken.







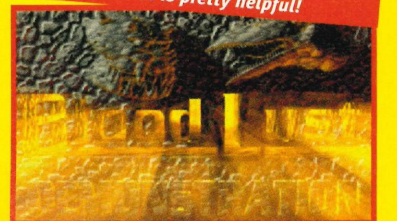
# BLOOD LUST

Those bonkers Philips Media folk are at it again, this time with a sexy-looking beat 'em up going by the promising name of Blood Lust. Very little is known about this game at the present, but suffice to say there'll be tons of moves, tons of characters, and OODLES of blood and gore! These early shots

look pretty damn funky, and if it moves anything like that sweet-talking PR man says, it'll be well worth waiting for! Yes, quite. Anyway, look out for this around May.



If you're gonna fight having four arms and three horns is pretty helpful!



# ZING

...all the firepower you need!!

...add a new dimension to play!

Features include:

- Turbo/Auto Fire
- Slow Motion
- Function LED's

Available colors:

- Red
- Black
- Blue
- Green
- Clear Green
- Clear Yellow
- Clear Blue
- Clear

Blue

Colour Memory Cards also available!

7 112826 855

# JetRider

"SURE TO GET THE ADRENALINE PUMPING"

EGM

SONY

COMPUTER ENTERTAINMENT

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



# Psst!

Once again it's time to chuck some games at their target dates and see if they stick!

MAY

APRIL

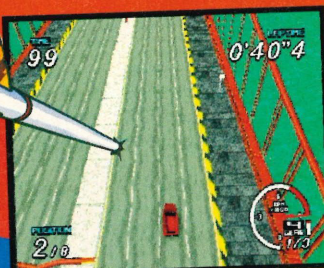
MARCH

OUT NOW

MARCH

APRIL

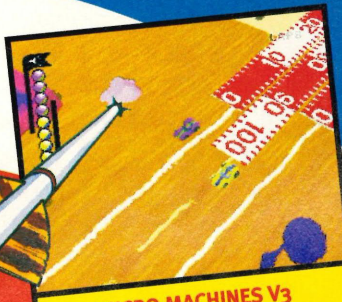
MAY



### SPEEDSTER

Psygnosis' racer moves back a month into May, so if it's top down racing action you're looking for... well you'll just have to wait won't you?

OUT:MAY



**MICRO MACHINES V3**  
The next eagerly awaited installment to one of the most popular and playable racing games ever is going to be even more eagerly awaited because it's not out until March!

OUT:MARCH



### COOL BOARDERS

By the time you read this, Sony's top snow racer will be in the shops. So what are you waiting for then?

OUT:NOW



### TOBAL NO. 1

Sony's entry into the fighting arena kicks and punches it's way into the shops. And about time too!

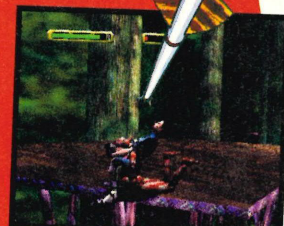
OUT:NOW



### ISS DELUXE

Konami's football game shoots to score this month as it rockets into the overcrowded footie market!

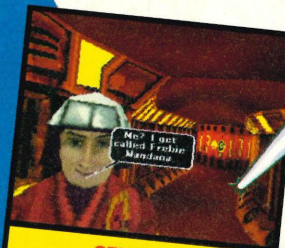
OUT:NOW



### PERFECT WEAPON

EA's kicky kicky walky walky and yawny yawny game comes out this month, so keep your eyes out for it. Then walk the other way.

OUT:NOW



### SENTIENT

Winner of this month's "it's nearly ready, honest" award goes to the space adventure game Sentient. It's looking good, but don't hold your breath.

OUT:MARCH



### BROKEN HELIX

Delayed? Again? It's gone back to April now, so make the adjustment in your calendars people!

OUT: APRIL



### HEXEN

GT's Doom spinnoff may have waited too long, what with Exhumed lurking over the horizon. But if it's sword and sorcery action you like, then make a date in your diary for Hexen.

OUT:MARCH

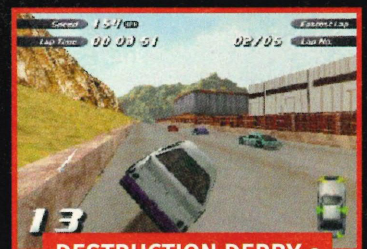


## HMV CHARTS

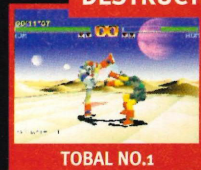
- 1. DESTRUCTION DERBY 2**  
The much awaited Psygnosis racer more than makes up for the wait!
- 2. VICTORY BOXING**
- 3. DIE HARD TRILOGY**
- 4. FIFA '97**
- 5. TOMB RAIDER**
- 6. TEKKEN 2**
- 7. CRASH BANDICOOT**
- 8. WIPEOUT 2097**
- 9. BROKEN SWORD**
- 10. COMMAND & CONQUER**

Well the big Christmas games have been topped by a new dynamic duo! The much-delayed **Destruction Derby 2** smashes in at number one, followed closely behind by JVC's beat-'em-up-with-a-brain game **Victory Boxing**. This has caused last month's top three – the chart regulars **Die Hard Trilogy**, **Fifa '97** and **Tomb Raider** – to make way by shifting down a couple of places. **Crash Bandicoot** and **Broken Sword** maintain their positions this month, the latter game proving that there are plenty of people out there who like their games of a more adventurey nature. Meanwhile **Command and Conquer** heads down the charts after our recommendation of it last month. Do you not listen to us or what?

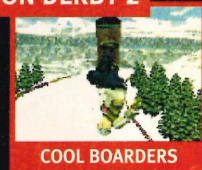
## MEAN MACHINES PLAYSTATION RECOMMENDS



### DESTRUCTION DERBY 2



TOBAL NO.1



COOL BOARDERS



# "COOL BOARDERS IS SUPERB".

Mean Machines PlayStation

# COOL BOARDERS<sup>TM</sup>



## "Cool Boarders is the top one-player sports game on the PlayStation"

PlayStation Plus 91%



DO NOT  
UNDERESTIMATE  
THE POWER  
OF PLAYSTATION



# HOT! PROPERTIES

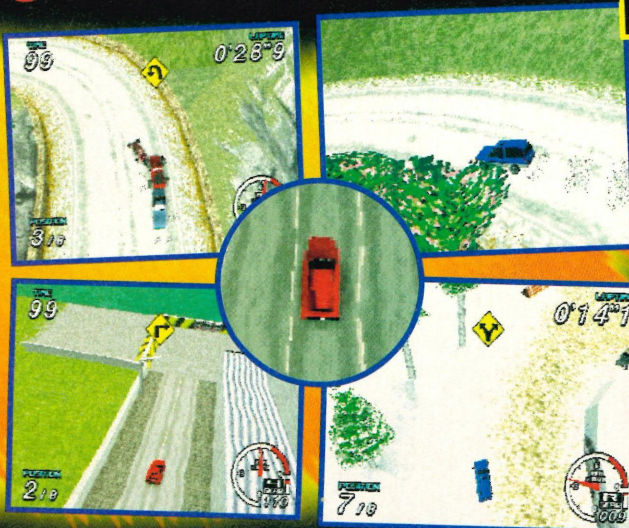
Oh the anticipation! The hunger for new games is as always a strong one, so drool all over this lot while I get an umbrella!

## SPEEDSTER

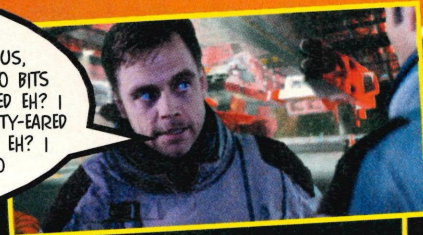
### Psygnosis

Psygnosis in non-simulation racing game shock! Speedster is an overhead view arcade racer which has you competing against various vehicles from coast to coast in the good ole' U.S. of A on nine tracks. Looks like a serious version of Micro Machines to me, but that's certainly not a bad thing at any rate.

**RELEASE**  
May '97



AND ANOTHER THING RIGHT, IF THE FORCE BINDS US AND SURROUNDS US, HOW COME MY ACTING CAREER FELL TO BITS AFTER THE STAR WARS TRILOGY FINISHED EH? I WONDER WHAT THAT LITTLE GREEN POINTY-EARED GIT WOULD HAVE TO SAY ABOUT THAT EH? I KNEW I SHOULD HAVE TURNED TO THE DARKSIDE!



## WING COMMANDER IV

### EA

Mark Hamill is back, and this time it's another sequel! If you haven't already guessed it's the sequel to Wing Commander 3 - well duh - which means that it's your usual combo of space flight thrills and dodgy FMV acting. Starring Mark Hamill, Malcolm Mc Dowell and the bloke who played Biff in Back To The Future, this space extravaganza should hopefully be better than the last outing. May the force be with you! Sorry, wrong game!

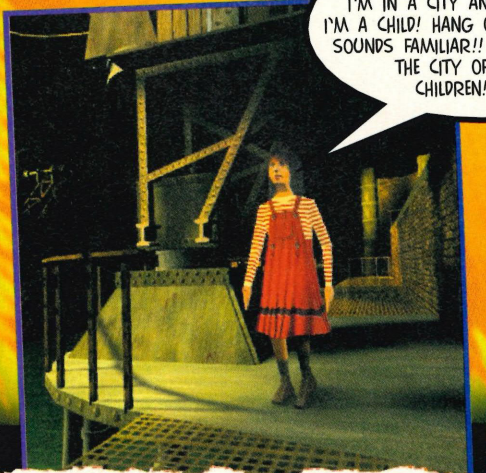
**RELEASE** March '97

## CITY OF THE LOST CHILDREN

### Psygnosis

Game based on foreign art house film shock! Based on the film that you're probably too young to see, you play a French kid looking for a whole other load of French kids in this mental 3D adventure. We couldn't be bothered to watch the film because we wanted to watch Die Hard again so you'll have to wait until it hits the shops. We're sure it's great though, honestly.

**RELEASE**  
March '97



OH!  
NO! WHAT AM I TO DO?  
I'M IN A CITY AND I'M LOST AND  
I'M A CHILD! HANG ON A MINUTE, THAT  
SOUNDS FAMILIAR!! I MUST BE FROM  
THE CITY OF THE LOST  
CHILDREN! DOH!!

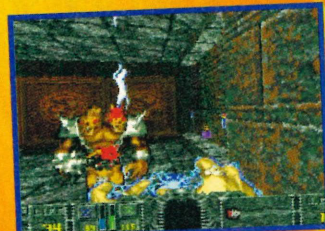


## HEXEN

### GT

Doom steps back in time and gets mediaeval in this game from GT. The difference - apart from the fact that you don't have guns - is that you can play as either a warrior, cleric or magician, with each having different weapons and skills. The level design is also more complex since they are all interconnected to form a single world for you to explore. First person perspective monster scraps ahoy!

**RELEASE**  
March '97





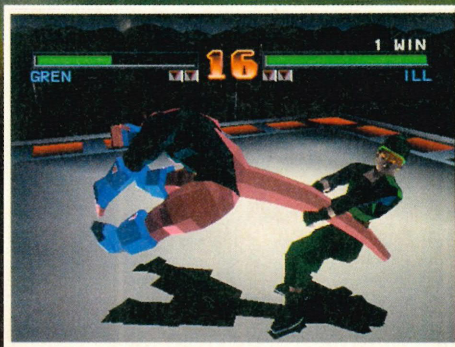
"SELL YOUR GRANNY AND PLAY  
TOBAL NO 1 TILL YOUR FINGERS BLEED".

Play Magazine 94%

# TOBAL No. 1™

"The quest mode is a superb addition to the game,  
and makes for some late nights as it's really tough to complete"

Mean Machines PlayStation



DO NOT  
UNDERESTIMATE  
THE POWER  
OF PLAYSTATION



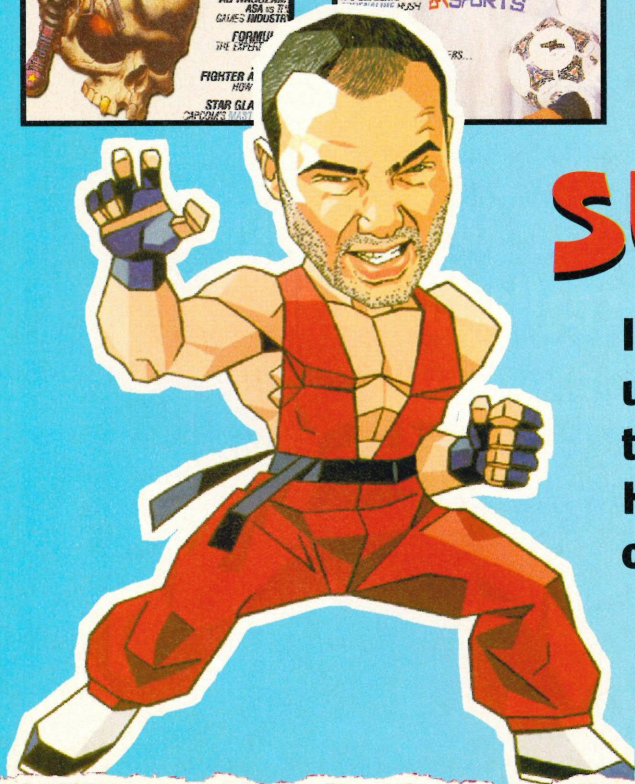
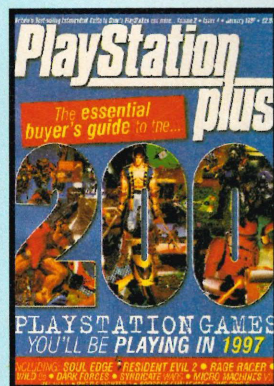
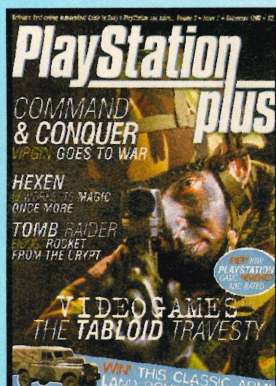
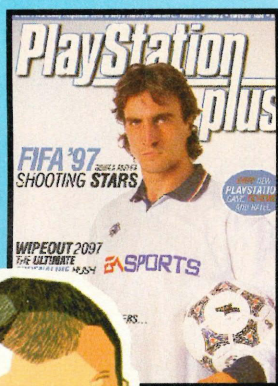
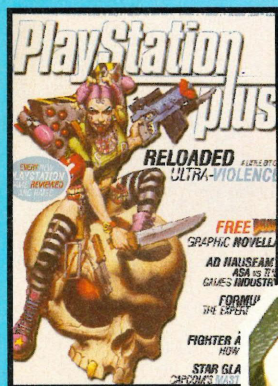
# MEAN TEAM!

## FAREWELL MEAN TEAMERS!

Unfortunately this will be the last issue of the most hip PlayStation mag on the streets and so it is with much snivelling and regret that we have to tell you that The Mean Team will be no more!

We hope you enjoyed it while it lasted and as Bob Monkhouse might say in true gameshow style-e 'nobody goes home empty handed!'. I'm sure that you'll all have fond memories of Mean Machines PlayStation and indeed The Mean Team. But if that's not enough all official members of the club will receive a free copy of PlayStation Plus - Britain's Best-selling Independent Guide to Sony's PlayStation. Everyone's a Winner! The only thing we couldn't sort out is the Blankety Blank cheque book and pen - Sorry Folks!

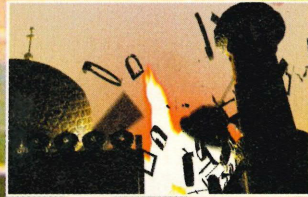
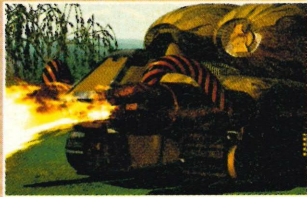
**Thanks for all your support and loyalty!**



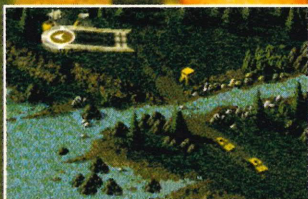
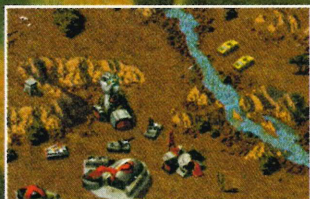
## SUBSCRIPTIONS

If you are a current subscriber we understand that you will be devastated not to be receiving your regular issue of MMP. However we will be contacting you shortly to offer you an exciting alternative!!

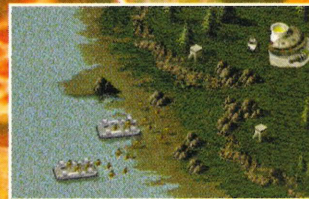




**...THERE'S NO SUCH THING  
AS FRIENDLY FIRE...**



**COMMAND  
&  
CONQUER**



[www.vie.co.uk](http://www.vie.co.uk) Credit card hotline: 01373 453888



**LAST ONE STANDING WINS...**



**Westwood  
STUDIOS**

Command & Conquer is a trademark of Westwood Studios Inc. © 1995 Westwood Studios, Inc. All rights reserved. © 1995 Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Ltd.  
"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. SEGA and SEGA SATURN are trademarks of Sega Enterprises, Ltd.



# PLAYPEN!



**Parting is such sweet sorrow they say, and never a truer word was spoken about all you lovely readers. Thanks for all your letters and pictures, I loved them all and I'll miss you all... So this is it, together again for the last dance. Let's make it a slow one!**

## PLAYING HOOKIE

Dear Joy,

I have just become one of the first 500 Mean Team members and I thought I'd write to you saying how excited I am getting a Micro Machines V3 goodie pack. There are a few things I would like to know:

1. Is Wipeout 2097 any good?
2. Which Virgin games do you think are the best?
3. Where do you get your clothes from?
4. Will the X Files be any good?
5. Will there be a Crash Bandicoot 2?

Thanks a lot

Thomas Houghton, Wiltshire

PS. At the moment I should be doing an exam.



So you're one of my very special friends in the Mean Team huh? Good for you sugar! And you're bunking off an exam too you naughty thing! I'll get on the phone to your mother as soon as I've finished answering your questions. OK, here they are then Thomas:

1. Yes, excellent.
2. Black Dawn, Bubble Bobble, SF Alpha 2, Command and Conquer.
3. A very saucy little shop hidden away in one of Soho's backstreets.
4. No.
5. Yes.

Crash Bandicoot by Charlotte Myler, aged 13, from York! Crash! Crash! Look behind you - there's a giant Triffid just about to bite your head off!

## SUICIDE ISN'T HEALTHY

Dear Joy and Si,  
First and foremost I would like to say your mag is the best out of the rival mags. Secondly, I've recently bought a PlayStation along with Die Hard Trilogy (and a brilliant game at that!), but before I bought my PlayStation I nearly bought a Saturn!!! Slash my wrist if you must! I just cannot forgive myself for this stupidity.

Believe it or not, you made me realise how crap the Saturn was! I used to want a Saturn for ages so I thought I'd nip down to the local newsagents to try and find a Saturn mag, but they didn't have any. But I did see two PlayStation mags, one was £3.99 and the other was £2.50 so I thought "bugger it" and bought your mag. I initially bought this mag to see how Saturn's crap rival was... I was very very wrong. Within minutes I was addicted and I thought that the PlayStation was the best thing since sliced bread! So I went to the computer shop and tried the PlayStation out and thought that the Saturn was as exciting as a plant pot. I bought the PlayStation there and then!

So thank you very much for your magazine of wisdom. Could you also tell me which are your favourite:

1. Shoot-'em-ups
2. Role Plays
3. Racing games
4. Beat-'em-ups

I need your gaming opinions because I've got some dosh to spend on new games!

See Ya  
Craig Atkin, Lincs



Now and then members of our much loved gaming flock might get a bit lost and confused and end up thinking all manner of mad things like buying a Saturn. We

like to think that at moments like this it's MMP's guiding light that coaxes you back to gaming Nivarna on Planet PlayStation. Not a good shoot-'em-up on PSX yet but as for the rest, Resident Evil for RPG, F1 or Wipeout 2097 for racer, and Tekken 2 for combat get my vote.

## KNOW-IT-ALLS

Dear Joy and Si,

Seems you guys know all there is to know about games, so please could you answer my questions.

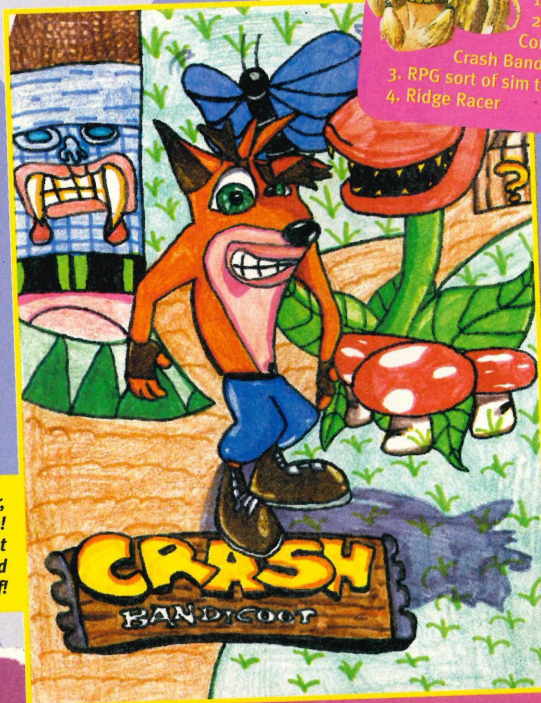
1. Is Broken Sword worth buying?
2. Please name the best to worst: Sim City 2000, Command & Conquer, Crash Bandicoot?
3. What is Dungeon Keeper about?
4. Which is best to buy: Destruction Derby 2 or Ridge Racer?

Toby Hall, Worcester



Hi there Toby, I've got a couple of jugs with your name on them! But that's a different matter so in answer to your questions:

1. Yes definitely.
2. Command and Conquer, Sim City 2000, Crash Bandicoot.
3. RPG sort of sim thing.
4. Ridge Racer





# MEAN



This bizarre drawing is by Dean Wooden from Norwich. What have you done to poor Ozmond! I know we don't get paid much at EMAP but I think that's pushing it a tad too far! Dig those Y-fronts man!!

## A GEORDIE WRITES

Dear Joy and Si,

Please answer these questions:

1. Why did you not have the reviews on the X-Men or Micro Machines V3?
2. Would you recommend me to buy X-Men Children of the Atom or Street Fighter Zero 2?
3. When is Street Fighter vs X-Men due out?
4. What is the best pin-ball game on the PSX?
5. What's your favourite game for the PSX?

J Bryars, Newcastle



Lucy sends her most Northern regards to you J. Bryars. The answers to your questions are:

1. X-Men has been cancelled and MM3 keeps being put back.
2. SF Zero 2 is my fave.
3. Sometime this year hopefully.
4. Tilt.
5. Tekken 2 among others.



Hey there Davey, glad to hear you're a devoted reader. Here are your devoted answers:

1. Still not sure yet.
2. Yea, quite a bit.
3. Certainly is.
4. No but your co-pilot does.
5. Batman coin-op which isn't up to much unfortunately.

Davey B, Tyne & Wear



"Don't underestimate the power" by Chris Desira from Essex. Our very own Stevie Key is a fellow countryside dweller. And being a bit of an old slapper myself, I know exactly what you Essex boys are like!

## TEKKEN 2



Awesome Tekken 2 painting by the little guy in the bottom left hand corner. Pity Tekken 2 is history mate! Check out the incredible Tekken 3 featured this month!

## HITTING THE RIGHT SWITCH

Dear Joy,

First of all I would like to congratulate you on a great mag. I've read Mean Machines for a long time and I'm pleased you've switched to PlayStation. Now please could you answer these questions:

1. When will Syndicate Wars be released?
  2. Is WipeOut 2097 much different from the first game?
  3. In Mortal Kombat Trilogy is every single fatality included?
  4. Do you go into any different vehicles in Soviet Strike?
  5. Will there be any "Final Fight" type beat em ups on the PlayStation?
- Thank you for your help and good luck in the future of Mean Machines

## THE GREAT DIVIDE

Dear Joy and Si,

Congratulations on a great new mag, please can you answer my questions:

1. Will Sony be bringing out an add on for the PlayStation to make it 64-bit?
  2. Zero Divide is great, are there any plans for a sequel?
  3. Is Final Doom better than the original?
  4. Is there any more news on Resident Evil 2?
- Keep up the good work.

Steven Guilfoyle, Salford



I'll answer these ones Joy. Hey there Steven, here's what you wanna know:

1. No.
2. Yes there's a sequel on the way.
3. Yes.
4. Still on schedule.



Wicked "Mean Bloke" from Syndicate Wars by Michael Clarke, aged only 13, from Bishopsgate in Shropshire. I quite fancy this geezer; big muscles, chiselled-looks and if the size of his gun is anything to go by!!



Yet another excellent painting from our star artist Vicky Reckless. Awesome work Vicky - keep it up!



# SPECIAL

# TEKKEN 3

It's probably Namco's biggest title yet. And with Virtua Fighter 3 winning praise left, right and centre, this has to be something special. Mean Machines PlayStation took a trip down to the Namco Wonderpark to see if it really is worth the wait!

So there we were, sitting around in the office, twiddling our thumbs when we get a phone call. Simon's chin promptly hits the floor and we spend the next five minutes rolling his tongue back in and treating his chin for third degree carpet burns. When he finally manages to speak without drooling, he manages to inform us that a 60% complete version of Tekken 3 is in the Namco Wonderpark! Before you had time to say "stone me, it's Tekken 3!", coats were being thrown on and people were running for the exits. And the reason for all this excitement is because it's the only flippin' machine in the whole country! And we got freeplay! Aaaahhh, the perks of the job eh!



## METHINKS YOU NEED A SHAVE MATE!

In the version we played, there were only nine playable characters but don't let that bother you. As you'll find out shortly, some old favourites are back along with a few new ones. And Paul has got a massive beard! Check this lot out...



"Right, hold still Mr. King. I think I can see the problem here. You've got a lump of Edam wedged in your toes!"



"What did you say?" Cheese in me toes? No chance mate, here have a closer look. Jin, wake up, can you hear me? Must have been the smell!"





## JIN KAZAMA

He is the only offspring of Kazuya Mishima and Jun Kazama. At the age of 15, he learned who his father was but at the same time lost his mother. Jin trained himself under the watchful eye of Heihachi and his 'leccy' hair with the intention of defeating the "God of Fighting", who he believes to have knocked off his old Ma. For him, Heihachi was both his grandfather and a teacher he could rely on (so he could borrow money for some sweets and not worry about paying him back!). Four years have passed and now 19 year-old Jin Kazama is becoming a true martial artist.

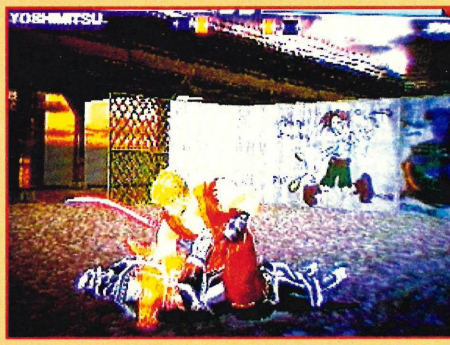
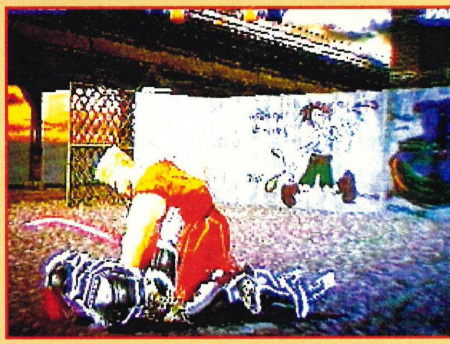
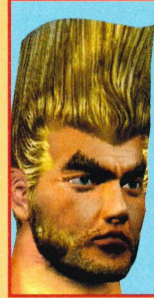
Nationality: Japanese  
Fighting style: Fighting Karate  
Age: 19  
Height: 180cm  
Weight: 75kg  
Bloodtype: AB  
Occupation: Martial artist  
Hobby: Forest bathing  
Likes: Lectures from his Mother  
Dislikes: Deceiving others



## PAUL PHOENIX

At the previous tournament, Paul fought against Kuma on his way to Kazuya and won, but in the meantime, the competition had finished and so he lost his chance to win. Paul, who began martial arts as an admirer of Willy Williams, is now a famous martial artist himself, admired by boys all over the world. In spring, 46 year old Paul receives a letter notifying him that the third "King of the Iron Fist Tournament" is to be held and if he doesn't enter, they'll send the bailiff round. He hasn't neglected his training once in the last 19 years and is in perfect condition.

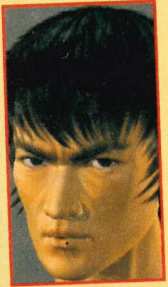
Nationality: American  
Fighting style: Combined martial arts based on Judo  
Age: 46  
Height: 187cm  
Weight: 81kg  
Bloodtype: O  
Occupation: None, still training with the aim of being No.1 in the universe  
Hobby: Motorbike riding  
Likes: Pizza, smell of gasoline  
Dislikes: Japanese motorways



## FOREST LAW

Forest is Marshall Law's son. He is training himself at his father's gym hall, but any contests outside his own group are forbidden by his father. Every three months, Paul Phoenix visits the gym hall to fight with Forest's father, Marshall. But the situation is different this time, because Marshall is absent, building a new muscle shack. Paul invites Forest to participate in the "King of the Iron Fist Tournament 3". Though a little worried, Forest wanted to fight himself and this was a good chance to test whether he was good enough or not. Of course, when Marshall returns home and finds the message left behind by Paul he flips his lid! "He's stolen my son!" Bugger.

Nationality: American  
Fighting style: Martial arts  
Age: 25  
Height: 177cm  
Weight: 66kg  
Bloodtype: B  
Occupation: The second master of the Marshall gym hall  
Hobby: Shopping  
Likes: Credit cards  
Dislikes: Riding double on motorbikes



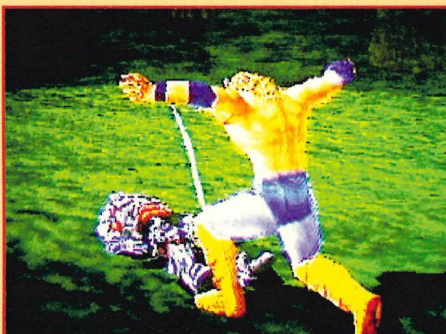
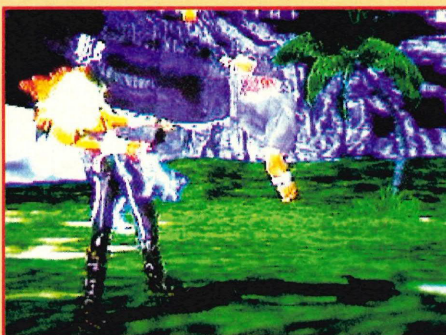


# SPECIAL

## KING

King (junior) was brought up in the orphanage where the first King worked. When he was 24 years old King was killed and seeing that the orphans were downhearted and losing hope, he put on the mask in order to keep the orphanage going. Armour King hears the rumour that King (junior) has become King's successor and visits him. Seeing that he is appearing in the ring despite his suffering, Armour King decides to become his second. Although Armour King knows who killed King, out of his friendship for little King he believes that bringing up this young man to be a strong fighter is more important than anything else. Four years pass and the young King has grown into a splendid wrestler, King the Second. At this time he learns from Armour King that King's murderer is the "God of Fighting" and, surprise surprise, wants to kick his ass!

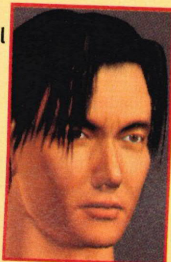
Nationality: Mexican  
Fighting style: Wrestling  
Age: 28  
Height: 200cm  
Weight: 90kg  
Bloodtype: A  
Occupation: Professional wrestler, management of an orphanage  
Hobby: Pleasing children  
Likes: Drinking beer in victory with Armour King  
Dislikes: A child's tears



## LEI WULONG

Lei was just about to nab Bruce at the previous tournament when he managed to escape. After the tournament however, Bruce's homeward bound plane crashed. It's said that Kazuya's corps may have caused it in order to silence Bruce, but Lei thinks that the accident may have been a camouflage and reckons Bruce is living it up in Hawaii. Lei, who had just started to investigate the disappearance of prominent martial artists (bank robbers) within his jurisdiction, was visited by Heihachi Mishima. Heihachi asked Lei to participate in the "King of the Iron Fist Tournament 3". Although Lei couldn't understand the reasons for the invitation, Heihachi's somewhat vague and enigmatic comment, "You'll understand everything if you participate" means he made up his mind to fight.

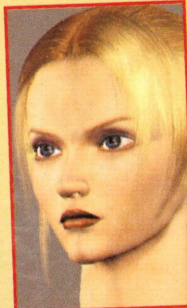
Nationality: Chinese  
Fighting style: Various Martial Arts  
Age: 45  
Height: 175cm  
Weight: 65kg  
Bloodtype: A  
Occupation: Policeman  
Hobby: Movies, Naps  
Likes: Sony products  
Dislikes: Crimes, Villains



## NINA WILLIAMS

During the previous tournament she was ordered to assassinate Kazuya, but she failed because she was absorbed in a quarrel with her sister over make up and which of them had priority in the bathroom. Captured by Kazuya's corps, Nina and her sister Anna were used as guinea pigs by Boskonovitch for his second experimental cold sleep unit. They haven't been woken once for over 15 years. In the meanwhile, Heihachi's private corps "Tekken Force" have excavated the "God of Fighting". The activities of the "God of Fighting" call out to Nina's spirit. Controlled by the God like bloke, Nina makes Jin Kazama her next assassination target. Cow.

Nationality: Irish  
Fighting style: Assassin's martial arts  
Age: 22  
Height: 161cm  
Weight: 49kg  
Bloodtype: A type  
Occupation: None, but currently controlled to assassinate Kazama  
Hobby: Retracing memories  
Likes: Tea with milk  
Dislikes: Her sister Anna





## YOSHIMITSU

Yoshimitsu, the leader of the "Manji" party, has continued helping the poor and needy and raising funds for Boskonovitch's research. Due to an accident that occurred during his past research, Boskonovitch has been afflicted by a mysterious pathogenic organism. In other words, he went to Mexico for his hols and caught Montezuma's revenge. He tells Yoshimitsu that he needs the blood of the "God of Fighting" and some bog paper in order to finish his research and restore his daughter. Yoshimitsu needs to somehow get the blood in order to help Boskonovitch, who once saved his own life, and for this reason he decides to participate in the tournament.

Nationality: None (ex-Japanese)

Fighting style: "Manji" ninja martial arts

Age: Unknown

Height: 178cm

Weight: 63kg

Bloodtype: O

Occupation: Leader of

"Manji" party

Hobby: Watching Sumo games, Net surfing

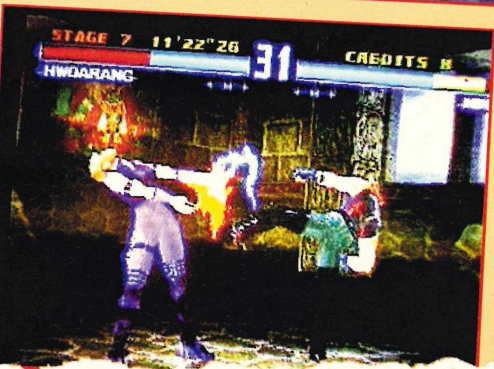
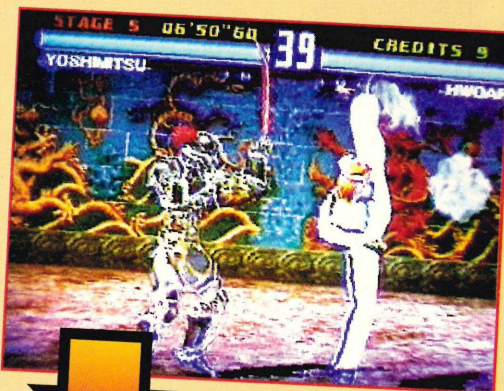
Like: Amusement arcades

Dislikes: Villains, Game players



## OH! WHO'S THIS THEN?

Also included in the version we played were two new characters, called Ling Xiaoyu and Hwoarang. Details about these two are very sketchy at the moment (meaning we don't know anything about them) but that didn't stop us showing 'em to ya! Going on us playing as them for just a few minutes, Hwoarang plays very similar to Baek Doo San, using mostly kicks to immobilise opponents. Xiaoyu, however is a little tougher to make out. We don't know who or what her reasons are for entering the tournament and, as far as her fighting style goes, there were no instant resemblances to other characters from the previous games. Sorry people, but you'll just have to look at the pictures!





# SPECIAL



## GIVE IT TIME SONNY JIM...

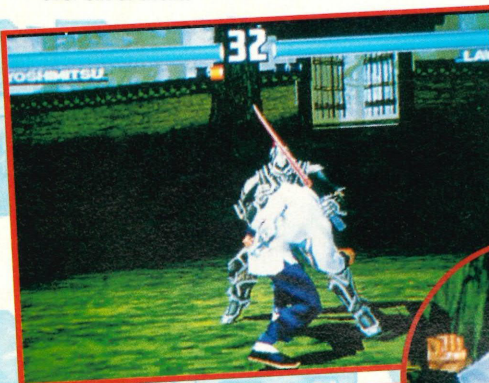
One of the major advantages of having a completely new system board for Tekken 3, is that it has greater power and improved memory space. But something that Namco have added into this game is the Time Release system. Basically, this is the internal clock inside the cabinet, and after the machine has been on for a set amount of time, new secrets will be revealed! The number of secret characters hasn't been finalised yet, but the programmers are insistent that there will be over six of them.



*BOK! Paul takes one in the gob from Jin and all he did was call him a soft southern shandy drinker! I don't know, some people are so touchy!*



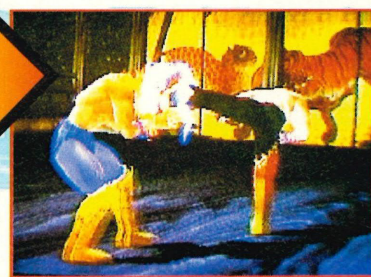
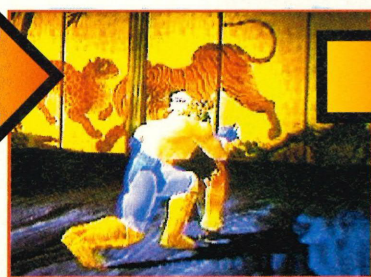
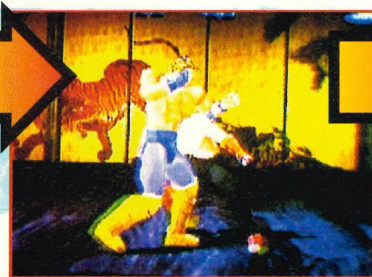
*Contrary to what you may think, that isn't King at all. It is in fact King junior who is old King's son. It's all very confusing, don't you think?*



*"And if I put my head down here..." Lei and King prove that you really can't play Twister without the dots on the floor otherwise it gets nasty!*

## AND THEN A STEP TO THE RIGHT!

Even though Tekken 2 made out to be a 3D game, in actual fact it wasn't really. You only fought on one plane, and even though moves propel the enemy into the screen, once you got back up again, it's back to 2D stuff. For Tekken 3 however, that has changed. By tapping up or down on the stick, the character jumps towards or into the screen, to give you the chance to dodge opponents attacks and set up counters or combos to give you the upper hand!



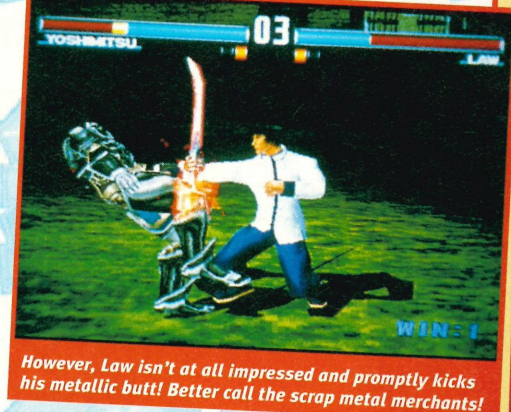


## KING CAN COUNT!

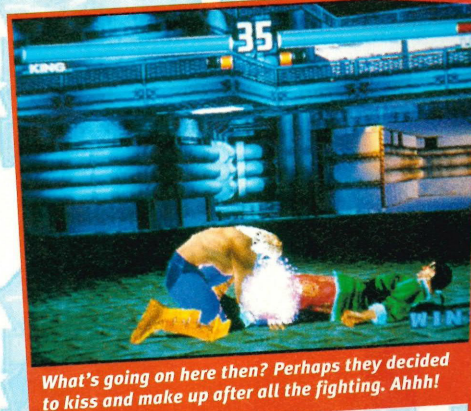
Whenever a sequel appears for a beat-'em-up, new moves for the characters are inevitable. Every fighter has at least one new throw, and loads of special moves, but more importantly now, it seems that all of the characters can counter in one form or another. King suffered from this in the second game, but no more! Check out the screenshots for proof that he is now even better than he was before!



Yoshimitsu has undergone a bit of a change with regard to his look. His swanky outfit also reflects light too!



However, Law isn't at all impressed and promptly kicks his metallic butt! Better call the scrap metal merchants!



What's going on here then? Perhaps they decided to kiss and make up after all the fighting. Ahhh!

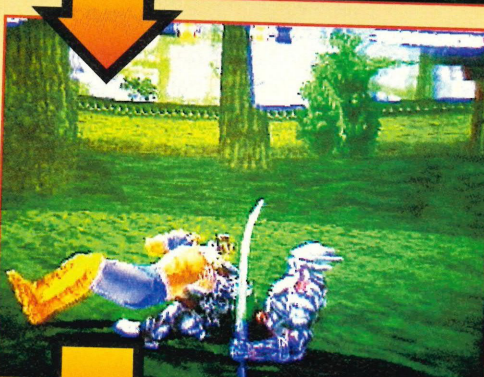
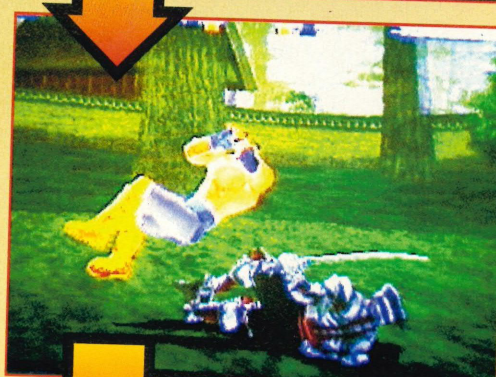
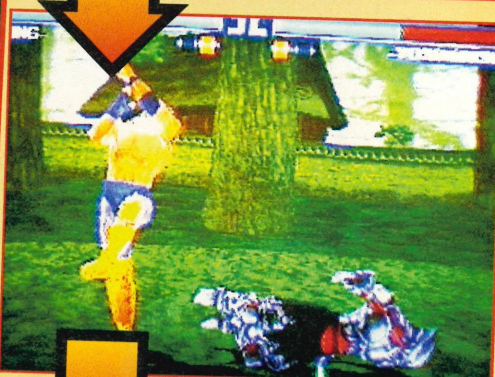


## WONDERPARK SPECIAL THANKS TO...

We'd like to thank Namco Wonderpark and Cedric da Silva in particular for helping us to sort out this little feature. And remember kiddies that if you want to play Tekken 3, the only place in this country to have a go is the Namco Wonderpark in London. We suggest that you get down there with your quids pronto if you fancy a proper good laugh. Top stuff!

## YOU GOTTA ROLL WITH IT!

Although this is nothing new, it looks nice as a sequence of screenshots! Once you've been floored by an enemy, it is possible to roll into the screen to avoid any ground attacks they may want to try and pull over on you. By simply holding the direction you want to roll in and tapping the buttons whilst on the deck, any incoming elbow drops will miss and you're back in the driving seat! Cool.





# REVIEWS!

## GOODBYE

As you might have gathered from the Next Month page and the Mean Team page, this is our last outing into the newsagents. But hey, you can still follow the fortunes of your fave reviewers in the glossy pages of our sister magazine PlayStation Plus. Lastly, I'd like to thank each and every one of you for supporting both the PlayStation and Mean Machines. Ta very much and see you soon...



## PICTURE THIS!

Here, for the final time, are those all-important icons that immediately tell you what peripherals and add-ons each and every game supports.



## REVIEWS

TILT	26
MONSTER TRUCKS	28
SPOT GOES TO HOLLYWOOD	30
DARK FORCES	32
TEN PIN ALLEY	34
LEGACY OF KAIN	36
PERFECT WEAPON	38
TOSHINDEN 3	42
JET RIDER	44
CHRONICLES OF THE SWORD	46
TWISTED METAL WORLD TOUR	48

## THE PARTY'S OVER

90-100%

This is the party of the year! The room is swarming with Hollywood babes, the strange stuff they put in the vol-au-vents is making you feel like a million dollars and the champagne is going down intravenously! Yeeha!... You've been pulling off flashy breakdance moves on the dance floor and those Balanese triplets have been giving you the eye all night...

80-89%

OK, so the triplets have jumped ship but that babe with legs up to her armpits has invited you back to her posh pad in Knightsbridge. Promising...

70-79%

Look, I really think you're overdoing it with the ol' chat-up pop. If you're not careful you're going to blow it...

60-69%

I don't want to keep going on but that slur is getting worse by the minute. I suggest you excuse yourself and head for home before...

50-59%

Too late! That last glass of fizz just took you over the border to Sozzlesville and you're starting to shout at people...

31-49%

She's said no for the fifth time so I think she means it. Attacking the buffet bar with the belt from your trousers isn't going to improve matters...

11-30%

Listen; attempting a subtle grope while her back was turned was not the way to apologize. The party's over I'm afraid.

0-10%



## FAIR THEE WELL...

Now it's all over for the MMP team, we thought we'd close by telling you what each of us is going to do now we can't sit around and play games for money anymore. As a parting gesture, if you can guess who of the MMP team is not sucking a lollipop and is indeed sucking a goat's leg, you win the Mean Machines editorial underwear. Answers on a ferret per-lease...

## SIMON "TIME PER-LEASE GENTLEMEN" CLAYS



Simon has seen the light. Just like Saul on his way to Damascus, Simon stumbled out of the boozier late one night and had a visitation. The faith he'd lost in the bottle returned and a new aura engulfed his soul. His head was filled with the voice of an angel, repeating one single statement: 'Mole and Shank'. For days Simon struggled to make sense of the voice, and then in a flash all became clear.

The Mole and Shank was a pub in Docklands. Next day he put in an offer and is now the landy pulling pints... but he still has a few himself.

## GAMES WITH A TASTE FOR ALE:

Exhumed, Twisted Metal and Tekken 3.

## DAN "PELICAN BRIEF" BROOKE



Dan's only recently joined us, having been previously held prisoner by a group of renegade crossing ladies all intent on converting Dan to their bizarre ritualistic faith. After following him to his subterranean lair in cardboard city, Dan was carried on back to a zebra crossing on a bed of lollipops, before being smothered with florescent armbands. Dan will be working on PlayStation Plus from now on. Check him out there.

## GAMES TO BE CROSS AT:

Legacy of Kain, Twisted Metal and Dark Forces.

## STEVE "BOWLED OVER" KEY

When Vidal Sassoon caught a glimpse of Steve in MMP his mouth dropped. Never in his entire career had he seen a haircut with such bowl like dynamism and pudding power. He immediately signed him to his top salon and is currently developing a range of top hair products. Soon you'll be able to buy Bowl 'n' Go, Bowl 'n' Shoulders, Panten Pro Bowl and Bowlganics that nourishes hair to its bowl like roots. Steve's dad, a Barry Chuckle chuck-a-like

and Mr. Chuckle's stuntman, is also currently discussing terms for moustache based products.

## GAMES TO FILL A BOWL

Tekken 3, Die Hard Trilogy and Spot Goes To Hollywood.

## OZBERTO "PEARLY KING" BROWNE

Oz is an Eastender through and through. He drinks in the Queen Vic, although not as much as Phil Mitchell, he buys his dresses off Sanjay, used to get his veg off Mark Fowler and even had a run in with Cindy. As a result of this Oz is being drafted in by the BBC to add a touch of class to the show. He's set to join the show as part of a travelling circus who visit Walford. Ozmondo and his Amazing Avocados will wow the entire square with his ball juggling skills and viewers will see our Oz share a passionate

embrace with Pat before marrying Arthur's allotment.

## GAWD BLIMEY GAMES GUV'NOR

Tekken 3, Die Hard Trilogy and Soul Edge.

## LUCY "PALM SLAP" HILL

Lucy went missing for a good while this issue and it's only when she handed her notice in that we found out exactly where! Yes folks, our



Geordie jewel has been in Japan at Namco's head office. Yep, our Anna Williams look-a-like-e has been signed up for the role in real life! And, while on set being motion-captured she bumped into this huge leopard of a bloke called King. She fell head over heels in love with him and immediately went back to his lair. Wedding bells are on the way and

Lucy has cubs in the oven. Let's hope she's getting plenty of Kit-e-Kat!

## GAMES TO SUCK ON:

Tekken 3, Die Hard Trilogy and Jet Rider.



# COMPETITION WINNERS!

Since we started at MMP we've had a load of jolly competitions for you to enter. Right, it's time to start getting excited as we bring you a list of all you lucky winners. Good luck...



## VICTORY BOXING COMPO 1ST PRIZE WINNER!

Rachel Hicks  
Herman Hill  
Wanstead

## THERE CAN BE ONLY ONE! 1ST PRIZE WINNER CUBIC T1

B. Litchfield  
Round Down Farm  
Cole Kitchen Lane  
Gomshall  
Surrey

## VIRTUAL PANDEMONIUM! 1ST PRIZE WINNER SANYO CAMCORDER

Howard Fundell  
Minnow's Nook Cottage  
Nutter's Wood  
Devon

## NAMCO CALENDAR WINNERS!

The first 12 on the  
MMP desk were as  
follows:

Steve Frost  
Sydney Avenue  
Sittingbourne  
Kent

## TENNIS ELBOW

### 3D TELLY WINNER

Simon Davis  
Cordwallace Rd  
Maidenhead  
Berks

## VICTORY BOXING GAME WINNERS

Joe Peake  
Marston Close  
Whitefield  
Manchester

## 2ND PRIZE WINNER SONY MHC 801

Anthony Kualipic  
Seaview  
Norbury  
Staffs

## RUNNERS UP

Dave Watson  
Learmouth Av  
Edinburgh  
EH 4 1 DA

Brian Murray  
Erskine St  
Aberdeen

S. P. Morton  
Cowedges Road  
Sheffield  
South Yorkshire

## BREAK POINT TENNIS WINNERS

Linton Young  
Bryant Wood Rd  
Islington

Sharon Shotton  
Dundee St.  
Longton  
Stoke-on-Trent

## FIVE RUNNERS UP! ONE OF THE TOP FIVE OF '96

Clark Venger  
Baalbec Rd.  
Highbury  
London

Alex Davies  
Rowhedge  
Brentwood  
Essex

Darren Dickey  
Fairview Farm  
Carnkie  
Helston  
Cornwall

Jaime Gould  
Longley Wood  
Chelmsley Wood  
B'ham

Keith Delaware  
Bombay Rd  
Edgeley  
Stockport  
Cheshire

Barry Salt  
Refinery Way  
Milford Haven

Patrick Campbell  
wellgrove Cres  
Westhill  
Aberdeenshire

Philip Harden  
Kent Road  
Grays

Darren Caldwell  
Oakdene Av  
Stockton-on-Tees  
Cleveland

Ryan Plinth  
Cedar Drive  
Brandon  
Norfolk

Andrew Mullet  
Beavers Crescent  
London

Claire Court  
Coombe Av  
Binley  
Coventry

S. Turner  
Beeches Road  
Sutton  
Surrey

Druv Kalen  
Court Way  
Acton

Guy Morgan  
Albion St  
Rugeley  
West Mids

Clive Breville  
Belvedere Av  
Bristol

Michael Shiner  
Millway Av  
Axminster  
Devon

Shaun Hogan  
Park Close  
Oakley  
Basingstoke  
Hampshire

Dean Middleton  
Monor Road  
Leyton  
London

Tony Chu  
Chells Way  
Stevenage  
Herts

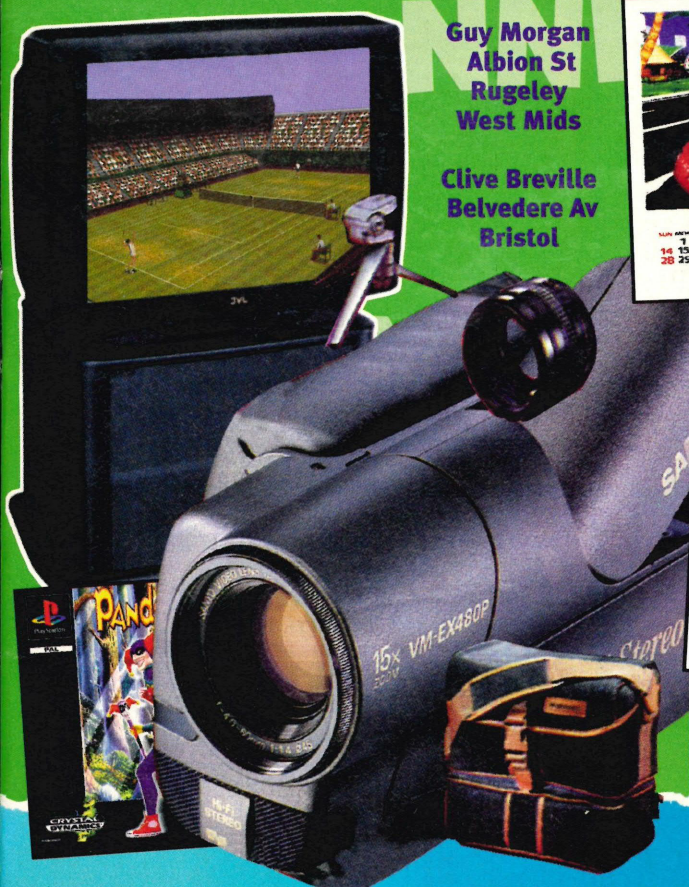
Sara Brown  
Willow Street  
Desford  
Leicester

Sam Johnson  
Humberstone Farm  
Mill Rd  
Cobholm  
Gt Yarmouth  
Norfolk

Darren Ingram  
Abbis Orchard  
Ickleford  
Hitchin

Colin Phillips  
Upton Place  
Rugeley  
Staffs

Chris Ferguson  
Alexandra Ct  
Bordon  
Hants





# REVIEW

# TILT

Flashing lights and metal balls. No, not Mr Data from Star Trek, but the latest pinball simulation to hit our beloved PlayStation. Ta Virgin me old muckers!

Since I surprised myself by becoming totally hooked on Ocean Software's True Pinball some months back, I'm no longer as ready to write off pinball sims as I once was. To be honest, Virgin's release isn't all that different or progressive from the aforementioned Ocean title, sporting the same two views; scrolling 2D and hi-res 3D (although it does sport some fantastic chase-cam rendered cut-scenes). There are six wonderfully colourful tables to chose from, each jam-packed with ramps, features and sub-games, as well as a huge compliment of musical tracks and appropriate sound effects. Play the Frankenstein-inspired 'The Monster' table and you can expect all those classic B-Movie 'crackling electric' and 'groaning zombie' sounds in full effect! And talking of Frankenstein, did I mention metal balls already? D'oh! Aren't I a wag!

There are six tables on offer in Tilt, each with their own distinctive theme and style. They also have their own sound effects and tunes (although you can cross dress and select your favourites — just like WipeOut 2097, only not!) **ESTA COMPLETAMENTE BABIDO!**

## FUN FAIR

Fun Fair is pretty unique because, as well as its main three flippers, it has another set locked away in the Fun Fair section of the table; acting like a table within a table. It's actually quite hard to get going as, until this section is open, you tend to just pointlessly bang your balls against all the walls (will the innuendo never cease?) It does however look gorgeous in 3D mode, and is filled with Banana Splits-like sound effects. Er... but then, you wouldn't remember them.

## ROADKING U.S.A.

An extremely busy table, and probably the only one of the six that I found easier to play using the 3D view. It's also, sadly, one of my least favourite tables as I just couldn't seem to access any really good features, and the only decent fun came from driving up the ramps. However, this table does have some fantastic cut-scene animations (like driving down the subway) which are only let down by the hideous American 'LA Rowk' music. Er... get down. Probably.

## MYST & MAJIK

A nice table let down by its colour scheme and the general 'difficulty' of viewing. Loads of greens, greys and browns mush your eyeballs, and though there's a rousing orchestrated score behind the play to make things atmospheric, I found it to be a fairly harsh table. There are nice touches (like the bumpers sounding like clashing swords) but the speed of the table made it hard to follow the feature descriptions and instructions. Sir Bugger, methinks m'lud.





## THE MONSTER

Oo-er. Mummy, I plopped 'em! Yes indeed, a very crowded table sees the player trying to create life where none exists (see also: Oz Browne, Simon Clays). There's a nice little sub-section where you have to use two extra flippers to break through bricks but, again, the design is very messy and hard to follow. There are some nice video sub-games, but you have to be ready on the tilt button 'cos it's pretty tough. Tsch! Ain't I ever satisfied!



## THE GANGSTER

Styled (according to the extensive manual) on a modern Williams/Bally machines, the Gangster is a refreshingly 'clean' table. This means that you need to be pretty damn accurate with your ramp shots to get a decent score going, but at least you can see what's going on! An extremely swanky sound track reminds you of where you are and, best of all, the multi-ball is dead easy to pull off! Hurrah for pulling off. Perhaps it does anyway.



## STAR QUEST 2049

Ah, my personal favourite. This moves at a great pace, is chock full of special features and sub games, and doesn't drain too easily (ie a half-asleep vegetable like me gets to stay on for more than two minutes at a time!) This table comes complete with an Asteroid Belt (ie bumpers) a Space Station (that locks your balls — yowch!) and a bonus awarding Docking Bay. You've also got tons of video sub-games, and a brilliantly ambient sound track. Man.

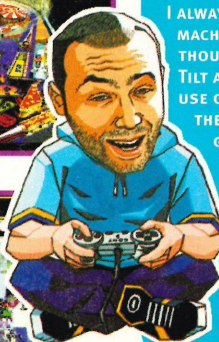
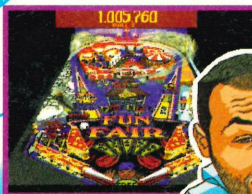


HI  
THERE BOYS! I JUST WANT  
YOU TO KNOW THAT THE ONE WITH THE  
MOST POINTS GETS A FINE SET OF BRASS  
BALLS FROM ME, THE LOVELY  
MISS FLIPPER!



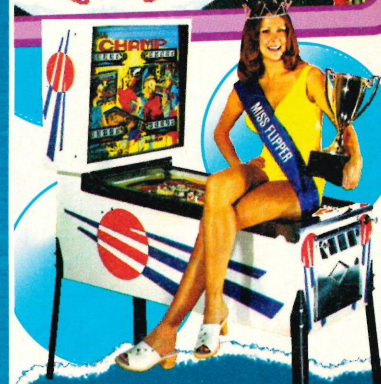
## STEVE COMMENT

I'M A PINBALL WIZARD! WELL, NO I'M NOT REALLY, BUT I'M GETTING BETTER AFTER PLAYING THIS LITTLE BEAUTY! TILT IS A BIT OF AN ODD-BALL COMPARED TO A LOT OF GAMES ON THE PLAYSTATION, BUT IT LOOKS SMART AND PLAYS GOOD TOO.



## SIMON COMMENT

I ALWAYS ENJOYED PINBALL GAMES ON MACHINES LIKE THE AMIGA, AND THOUGH I'M NOT SURE IF GAMES LIKE TILT ARE REALLY MAKING BEST USE OF THE PSX, YOU CAN'T DENY THAT THEY'RE ADDICTIVE AND BLOODY GOOD FUN! THERE'S ENOUGH TABLES HERE TO KEEP YOU HAPPY EXPLORING ALL THE VARIOUS FEATURES, AND SHOULD YOU GET A FEW MATES IN FOR A SESSION... WELL, I THINK IT'LL BE DAWN BEFORE YOU KNOW IT! VERY PRETTY AND VERY PLAYABLE.



## OVERALL

I'D BE A BIT WORRIED ABOUT VALUE-FOR-MONEY, BUT FOR WHAT IT IS TILT IS A VERY TASTY PRODUCT. SOME NICE IDEAS AND EXCELLENT PRESENTATION MAKE IT VERY ACCESSIBLE AND TONS OF FUN. SEE, IT'S NOT JUST A LOAD OF BALLS!

82 SOUNDS

82 ANIMATION

85 GRAPHICS

88 PLAYABILITY

## ALTERNATIVES

TRUE PINBALL, PRO PINBALL: THE WEB AND THAT'S YER LOT.

84



# REVIEW



# MONSTER TRUCKS

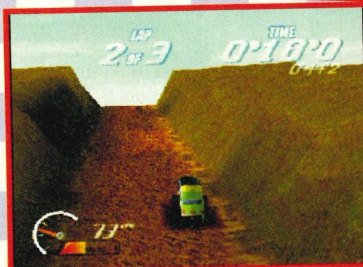
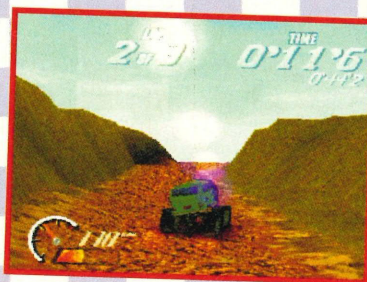
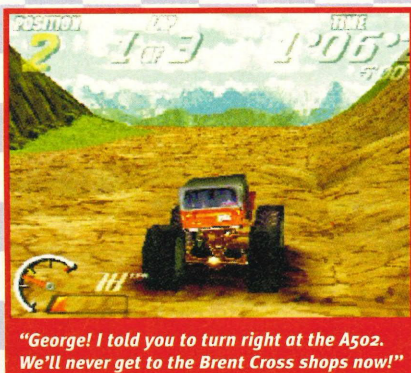
**"We got a great big convoy drivin' through the night. We got a great big convoy aint she a beautiful sight. CONVOY!" Well, we got a load of truckers racing against one another really. Er, meet the Monster Trucks...**



**B**ig 4x4s and truck type transport seems to be the current fashion amongst software houses. Why? Have dozens of cash-rich programmers gone out and purchased themselves 4x4 vehicles from their gaming ill gotten gains, hit the hillsides in their all-climbing, all-carrying Showagon 3000TDI and thought "WOW! I had fun today. What a stormin' idea for a game!" Ah, sweet dreams ladies and gents, 'cos it's time to wake up and smell the cappuccino as Monster Trucks skids in for review!

## VIEWS AT TEN!

Well, four actually, 'cos that's how many views you can use in Monster Trucks. They are, to all intents and purposes, precisely the same as the majority of other driving games that skid around the PlayStation arena. Anyway, feast your eyes...



## STAR TRUCKIN'

As is the accepted norm in the year of the PlayStation, all the vehicles in MT have personality drivers. Hold on tightly to that Yorkie, 'cos here's the crazy gang...

### ENZO

This dude fancies himself as a bit of a ladies man. Around his long, flowing, greasy locks he wears a fan-belt plucked from his favourite engine. His favourite approach when chatting the ladies up is to tell 'em he's a veggie. Kids don't EVER do anything so naff, you'll regret it!

### NADIA

Being a student of philosophy our Nadia just loves to tank around in a four-wheel drive vehicle. This bespectacled babe speaks 14 – count 'em – languages and is very European in her attitudes. So much so that some believe her to be a cyborg. More like just another Brussels bureaucrat methinks! Ecu Ecu!

### KARL

This VW camper driving beefcake works that body hard and spends much of his time honing his pecs. As you can see he owns a Caravanette which serves as his mode of transport and his home. Er, imagine him greasing those pecs on his hammock of an evening! Actually, try not to.

### LEAN

Lean is your archetypal spoilt minx! As a child she had everything her own way and never ate her greens. This, however, is quite ironic because now she only sports green clothing, despite her picture where she's wearing brown!

### AARON

An open backed truck transports our Aaron around. Apparently he had a bad hair day in 1985 and it stayed that way. As you can see from his mugshot, he's extremely fond of firearms and carries a side arm wherever he goes. Sounds like a stable chap doesn't he.

### MIYUKI

According to the press info for MT, Miyuki is a child of the night. This cyber chick eats very little and recharges her dance crazed bod by drinking those appalling herbal drinks. Her truck is absolutely rapid and very slick, a bit like Miyuka really.

### NAIL

Check this out! It's rap star Tricky's trucky – the armoured car. Only this time it's being driven by a guy who goes by the name of Nail. Yes, it's heavily armoured, but it's damn slack off the mark. Do you think this Nail is related to Crocodile Shoes star Jimmy. Probably not.

### BEAR

Bear's truck looks more like a beefed up Lada than the conventional Monster Truck look. However Bear reckons it's a top motor, and looking at the sheer size of him, I'm not going to be the one to tell him it's crap. He's got a flippin' knife!

### MICHELLE

This babe in a big Beetle is definitely the toast of the lads. Practically every geezer's tried his luck with our Mich! Apparently she makes the majority of her loot modelling for the covers of cheesy house collections and her Beetle has amazing grip. Like our Michelle, so they say.

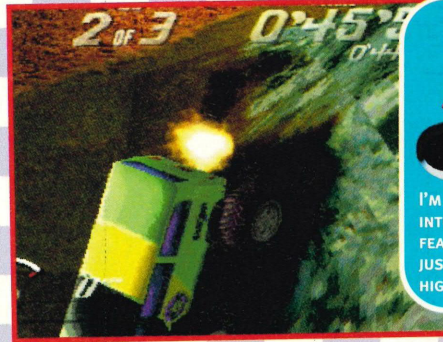




# SIMON COMMENT

## OH DEAR IT'S OFF TO PHIL MITCHELL'S LOCK-UP

That's right truck lovers, hit too many stationary objects or other armoured trucks and your poor big-wheeled truck takes damage. As you'll have noticed from our character breakdown, each vehicle has its own 'damage level'. Exceed that limit and your little brum-brum explodes into flames. Oh dear, time for Phil Mitchell to stitch you up and drink all your cash!



## STEVE COMMENT

I'M SORRY BUT I JUST COULDN'T GET MY TEETH INTO THIS ONE. IT'S NOT A BAD GAME AND FEATURES THREE DIFFERENT STYLES OF RACING, BUT IT JUST AINT ENOUGH. ADMITTEDLY WE DO SET THE PSYGGIES HIGH STANDARDS AFTER WIPeOUT 2097 AND F1!

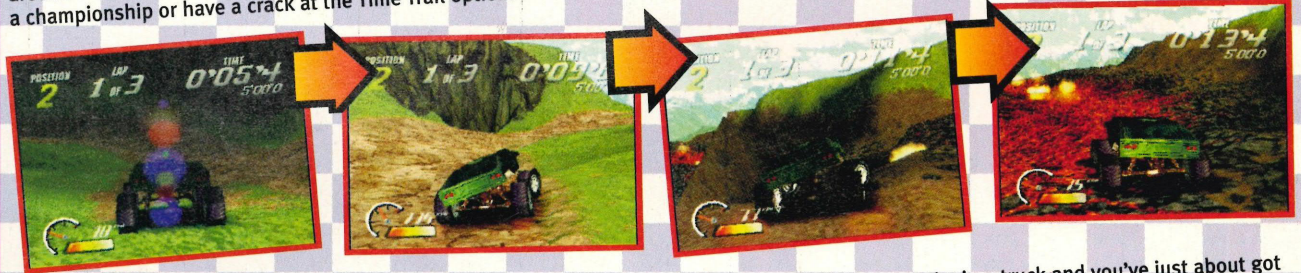


## ALL TYPES OF EVERYTHING!

Monster Trucks attempts to give you more variety than previous attempts at this style of game. Here for your digestion is a little breakdown of what you can expect...

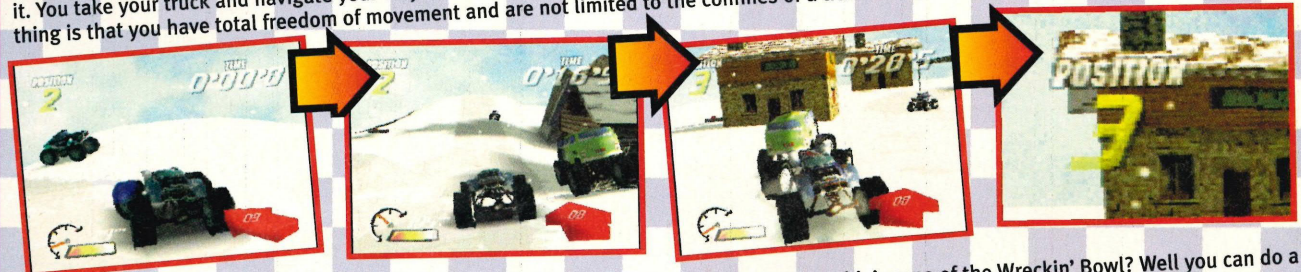
### CIRCUIT RACING

Very similar in concept to Gremlin's stab at trucks with big wheels, Hardcore 4X4. Every conceivable type of terrain is included for to race around and, as is the norm, the weather changes accordingly. Racing against the motley crew we've already covered, you can practice, enter a championship or have a crack at the Time Trail option.



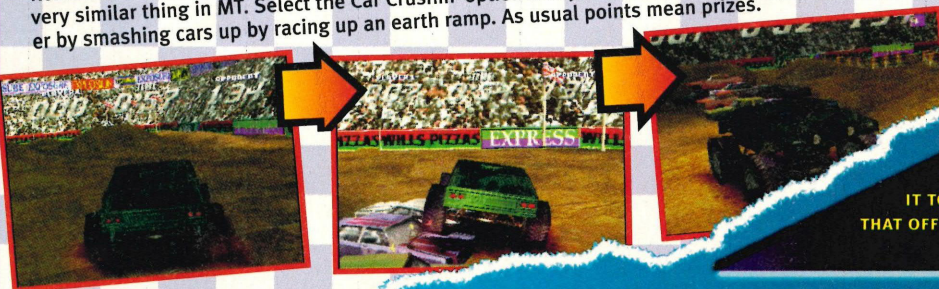
### ENDURANCE

Imagine you're on one of those bizarre holidays where you have to spend all day orienteering, but you're in a truck and you've just about got it. You take your truck and navigate your way around a series of waypoints while fending off the attentions of other competitors. The novel thing is that you have total freedom of movement and are not limited to the confines of a track. Ooh, wasn't that informative eh?



### CAR CRUSHIN'

Remember the bit in the original Destruction Derby where you could enter the metal crunchin' arena of the Wreckin' Bowl? Well you can do a very similar thing in MT. Select the Car Crushin' option and you'll be transported into an arena. Here you'll battle against another Monster truck-er by smashing cars up by racing up an earth ramp. As usual points mean prizes.



## OVERALL

A SECOND ATTEMPT AT CONQUERING THE OFF-ROAD SENSATION AND BRINGING IT TO THE PLAYSTATION. DOGGED BY THE FACT THAT OFF-ROAD RACING AINT THAT EXCITING IN THE FIRST PLACE. NICE TRY THOUGH LADS!

78 SOUNDS

70 ANIMATION

85 GRAPHICS

66 PLAYABILITY

75

## ALTERNATIVES

HARDCORE 4X4 OR GETTING INSIDE A WASHING-MACHINE SET ON HIGH SPIN.



# REVIEW

# SPOT

## GOES TO

# HOLLYWOOD



He may have been a long time getting there, but Cool Spot has finally made it to Hollywood. Is he gonna put the sparkle back into Tinseltown? Or is he heading for the Big Ron School of Acting?

**H**ollywood assures us that there is no one cooler than the myriad stars shinning away on its magical horizons. Just why a red spot in a pair of sun glasses thinks it qualifies for this honour is a bit of a mystery. Then again, you could say the same about seventy percent of Hollywood's Thesps anyway. Just because they mutter a few lines in an action flick and dedicate themselves to posing on a full-time basis, they somehow think that gives them the right to earn ridiculous amounts of cash. Gits the lot of 'em. Still, with the help of Cool Spot, maybe an Average Joe like myself can share in a little of the limelight. You see, that rosey and rotund slickster has clumsily rolled himself into a film projector, only to emerge the other side on celluloid and into some of the most famous films in cinema history. Now there's an idea for a Hollywood blockbuster. Lights, camera and action indeed!



## THEY NICKED THAT FROM...

Following in a long tradition of cinematic parody, Spot Goes to Hollywood features lots of stages and action sequences that 'borrow' ideas and themes from famous films. This is especially true for the bonus levels. Think you could recognise where they're from? Have a look at some of these...



### SPOT WARS

Hmmmm. This is interesting. Yes, this definitely rings a bell. Let's think...outer space, a small one-man fighter moving at speed through the futuristic contours of a huge space station. Attacks coming from laser towers. Ship-to-ship fighting. Well if it's not a take on the all-time sci-fi classic, *Star Wars*. It's also the last of the bonus games and an example of the variety in the gameplay you'll find in *Spot Goes to Hollywood*.



### JURASSIC SPOTASAURUS

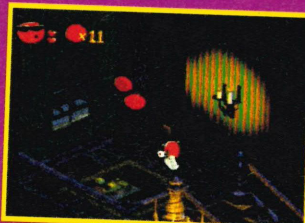
You couldn't really fail to recognise where exactly this idea has been taken from. A broken fence, an irate T-Rex on the run and getting hungrier by the minute – it's *Jurassic Park* all over again! There are some elements which aren't quite the same of course; Spot's on a peddle bike rather than a jeep and there's more than a T-Rex to contend with. I mean, did you ever see 'death by Pterodactyl droppings' in the Spielberg classic?





**TRIPLE BLOCKBUSTER**

The game is split into three stages or worlds with three bonus levels in between. Each stage has six levels, each of which tends to follow a particular game style. Here's a quick butchers...

**HORROR**

The Horror stage has got plenty of goofy characters to contend with. Spot starts out riding a broomstick in what materialises as the shoot 'em up element of the stage. There are swarms of bats and crows, charging wolves, grave stones as obstacles and the like. The end-of-level bosses are among cinemas most celebrated including the mad professor and a Vampire. You can also expect sprites and spirits out to cause harm.

**SIMON COMMENT**

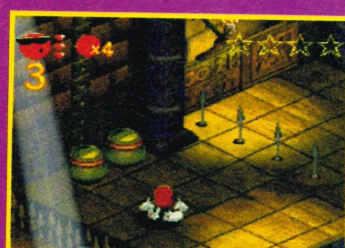
DON'T EXPECT TO FIND ANYTHING PARTICULARLY ORIGINAL IN SPOT GOES TO HOLLYWOOD. THE TIME IT'S TAKEN FOR THE GAME TO ARRIVE IN THE FIRST PLACE HAS BEEN ENOUGH TO RENDER ANYTHING THAT MIGHT HAVE SEEMED A BIT NEW SIMPLY RUN-OF-THE-MILL. NEVERTHELESS THIS IS A PRETTY CLASSY PLATFORM GAME. WHAT'S MAYBE MOST IMPRESSIVE ABOUT IT IS THE VARIETY OF THE ACTION. ONE MINUTE YOU MIGHT BE RUNNING AWAY FROM A T-REX AND THE NEXT YOU'RE TRYING TO DESTROY ENEMIES IN OUTER SPACE. THE GAME MOVES FROM SHOOT 'EM UP TO PUZZLER WITH EASE, COMBINING STYLES AND IDEAS TO CREATE BUSY AND CONSISTENTLY ENTERTAINING GAMEPLAY. THE CRITICISMS I DO HAVE OF THE GAME TEND TO FOCUS AROUND THE FACT THAT IT'S ALL BEEN DONE AND DUSTED BEFORE, AND FOR THIS REASON SOME PEOPLE MAY FEEL RELUCTANT TO STUMP UP THE CASH.

**ALTERNATIVES**

CRASH BANDICOOT, RAYMAN, PANDEMONIUM!

**PIRATES**

Getting Spot off to a swashbuckling start is the Pirate stage. This sees the curvy little fella beginning his journey through celluloid on the deck of an old galleon ship. There are sea monsters in their dozens, anything from octopus to sharks to giant crabs. You can look forward to a minecart style ride on a rogue canon, and lots of secret rooms full of power-ups hidden below ships decks.

**ADVENTURE**

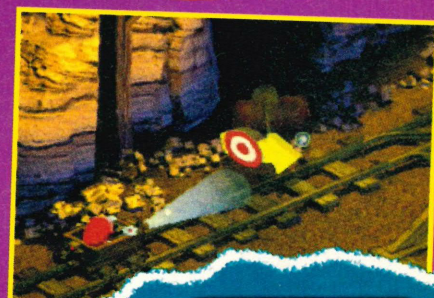
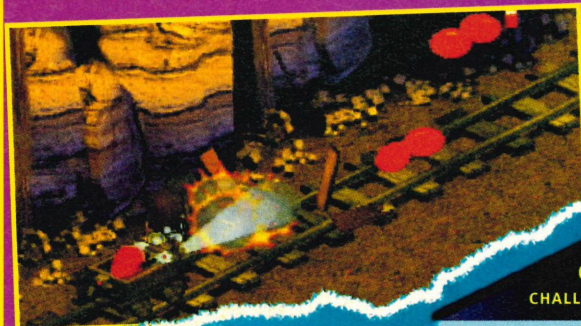
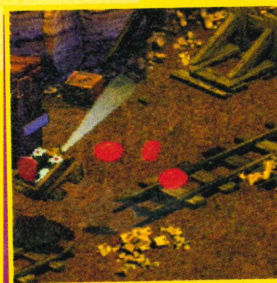
Enigmatically titled 'adventure', this level sees Spot doing an Indiana Jones impression, exploring lost temples, eliminating tropical spiders en masse, and quarrelling with the natives. There are also a variety of traps to catch Spot out, the most well known of which is probably the one that sees blow darts shooting out from the walls when Spot triggers them by standing in the light. Expect to see some spears lunging up through the ground as well.

**STEVE COMMENT**

HAVING BEEN A BIT OF A MEGADRIVE MANIAC A FEW YEARS BACK, THESE TYPE OF GAMES REALLY APPEAL TO ME. AND THIS ONE IS NO DIFFERENT! I THINK SI HAS BEEN A LITTLE HARSH HERE, BECAUSE I FOUND THIS VERY PLAYABLE AND TOUGH TOO. DESPITE THE WAIT I THINK IT HAS BEEN WORTH IT!

**MINES, RAFTS, CANONS ETC.**

One thing that will come as no surprise where Spot Goes To Hollywood is concerned is the decision to include the infamous minecart level. On top of this there are a number of levels constructed in a similar ilk, whether it be travelling in a raft hurtling down stream or sitting astride a runaway canon. Where the mine cart level itself is concerned, you can choose what direction the mine cart is going in by shooting the arrows. Your mine cart is also capable of doing bunny hops, the judgment of which you'll need to perfect if you want to survive longer than a few seconds.

**OVERALL**

SPOT GOES TO HOLLYWOOD DOESN'T EXACTLY BREAK INTO NEW TERRITORY WHERE GAMES CONCEPTS ARE CONCERNED, AND OK, IT IS PRETTY LATE IN COMING, BUT IT REMAINS CHALLENGING ALL THE SAME AND PRETTY DARN FUN TOO.

**78** SOUNDS**82** ANIMATION**80** GRAPHICS**84** PLAYABILITY**82**



# REVIEW



# STAR WARS DARK FORCES

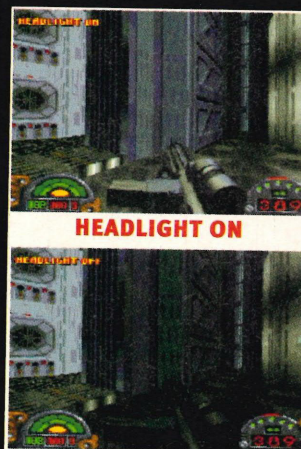
**You like Doom? You like Star Wars? Then you'll love Dark Forces, 'cos it's a bit of both you see. Can you feel the force?**

**S**tar Wars! Top film, or just an excuse for me to bore people stupid with the fact that I can remember the whole conversation between Han Solo and Greedo in the cantina – and I even know the alien language bits! Everyone goes on about these Trekkies as if they're the only anoraks around, well, wrong! Han Solo is definitely cooler than Captain Kirk ever was, and even Darth Vader's asthmatic breathing is scarier than a bucket full of Romulans. So there. Besides, I don't see any games which let you be Jean-Luc Picard running about the place shooting baddies and generally kicking some space butt. Which is exactly what Dark Forces does. HAI! Right, while I'm off to play with my life size Millennium Falcon, you lot take a look at Dark Forces!



## I'VE GOT LOADS OF GADGETS, ME!

Apart from your natural charm and good looks, you've also got enough smart weapons and gadgets to make James Bond – you jammy git! Here are some of the bits of Rebel kit you'll find to make your life easier.



**HEADLIGHT ON**

**HEADLIGHT OFF**

### HEADLIGHT

Sadly, it doesn't come with windscreen wipers, or those annoying geezers with squeegies at traffic lights but it does light your way most effectively. Don't keep it on all the time though, cos it'll drain your batteries. Should've invested in some Ever-Ready Super Charged Long Life then shouldn't you! I don't know, there's just no telling some people! Sods.

### MAP

Tired of being killed while looking at your map? Then why not try this head-up display map. It might look confusing, but at least you can shoot while you navigate! Lovely stuff.

### THERMAL DETONATORS

Heh-heh-heh! Have some explosive fun with these globes of joy. Chuck them into a pack of Stormtroopers and watch them fly through the air, A-Team fashion. Die Fiends!

### INFRA-RED GOGGLES

Move in ninja style with these night vision goggles. You might not be able to see as clearly as when you use the headlight, but no one will know you're there! You sneaky little rebel you!

### ASSAULT CANNON

The Rebel equivalent of the BFG – see Doom if you don't know what I'm talking about, this gun gives you the kind of security you could only get from a pack of Dobermans. Who carry rocket launchers.



## BRING ON THE STORMTROOPERS!

The great thing about Dark Forces is that instead of having to fight just a load of ugly monsters, you're up against the evil Empire! There's loads of Stormtroopers to shoot, as well as blokes with strange helmets – oo-er, Imperial Probe Droids and even the coolest baddie since Darth Vader, bounty hunter Boba Fett. Unlike the oh-so-stupid creatures in the Doom games, these guys don't just follow you blindly. If you're hiding in cover, they'll move to a better position so that they can keep firing at you. You want intelligent enemies, you got 'em, but don't go complaining after you've become a smear on the wall. (Well you wouldn't be able to would you? You'd be a smear.)



TELL THE NICE MR VADER MAN WHAT HE WANTS TO KNOW! OTHERWISE I'LL BE FORCED TO SQUIRT WATER ALL OVER YOU WITH MY WATER PISTOL!

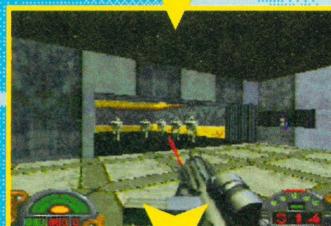
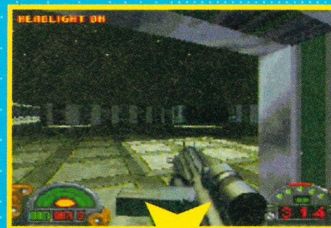






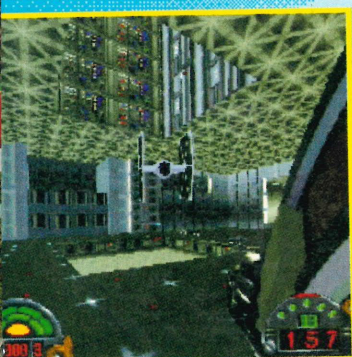
## STAY OUT OF THE LIMELIGHT!

Dark Forces tries to be much more than your standard Doom clone, and this is apparent from some of the action set pieces in the game, which make you feel as if you're really part of the films. (No getting carried away though, the men from the loony bin will be very interested in people who believe they are best friends with Han Solo and run around shouting "Red five, I'm going in!". You have been warned.) Anyway, a good example of this is the rooftop battle in the Imperial City. You have to grab a key from across a rooftop without stepping into any of the searchlights swarming all over the place. Step into the light just once, and you'll find yourself facing a whole pack of Stormtroopers and some hidden gun turrets! This sort of thing forces you to think carefully, so look alive soldier!



## LEVEL BEST!

The main difference that Dark Forces has to Doom and its clones is the size of the levels. They are BIG, ain't no mistaking it. This makes Dark Forces a bit harder to map than Doom, and you need to look up and down a lot more than say, Alien Trilogy. But it also means that the levels can be so much more complex and gorgeous to look at, and gives you the chance to ride floating platforms, crawl through scary sewer tunnels and generally explore some fantastic levels. Brilliant!



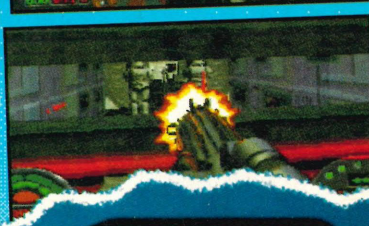
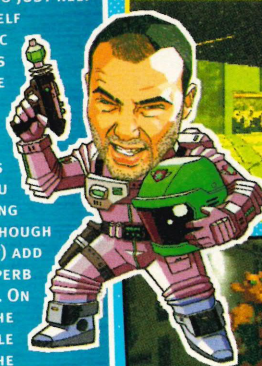
## STEVE COMMENT

SORRY PEOPLE, I DIDN'T GET INTO THIS AS MUCH AS SI. IT WAS JUST TOO BORING FOR MY LIKING, WITH NOT ENOUGH SECRET STUFF, LIKE SAY DOOM. I FACT, I RECKON IT'S PROBABLY WISER TO GO AND BUY THAT INSTEAD!



## SIMON COMMENT

JUST THE IDEA OF A STAR WARS GAME IS ENOUGH TO GET MOST PEOPLE DROOLING. DARK FORCES DOESN'T TRY TO JUST RELY ON ITS LICENCE TO SELL ITSELF THOUGH. THE BRILLIANT MUSIC AND SOUND EFFECTS (INCLUDING THE STORMTROOPERS SHOUTING 'STOP REBEL SCUM'), THE HUGE SELECTION OF WEAPONS AND MISSIONS THAT ASK A LOT MORE OF YOU THAN SIMPLY KILLING EVERYTHING IN SIGHT (ALTHOUGH THERE'S PLENTY OF THAT) ADD UP TO MAKE IT A SUPERB GAME IN ITS OWN RIGHT. ON THE DOWN SIDE, THE CONTROLS CAN BE A LITTLE FIDDLY, AND THE CHARACTER ANIMATION IS QUITE JERKY. THIS DOESN'T DETRACT TOO MUCH FROM THE GAME ITSELF, BUT IT STOPS IT FROM BEING THE CLASSIC IT COULD HAVE BEEN. STILL, IF YOU LOVE STAR WARS, AND/OR SHOOT-'EM-UPS, THERE'S SOMETHING HERE FOR YOU.



## OVERALL

IF THE GRAPHICS HAD BEEN BETTER AND THE ANIMATION HAD BEEN SLIGHTLY MORE POLISHED THEN WE COULD HAVE BEEN LOOKING AT A CLASSIC. HAVING SAID THAT, THIS IS STILL A MUST FOR ALL STAR WARS AND DOOM FANATICS.

93 SOUNDS

78 ANIMATION

82 GRAPHICS

88 PLAYABILITY

89

## ALTERNATIVES

FINAL DOOM, DISRUPTOR AND ALIEN TRILOGY.





# REVIEW



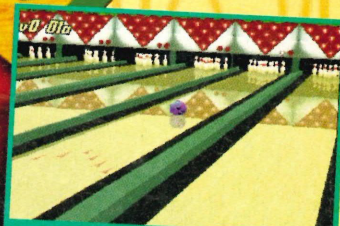
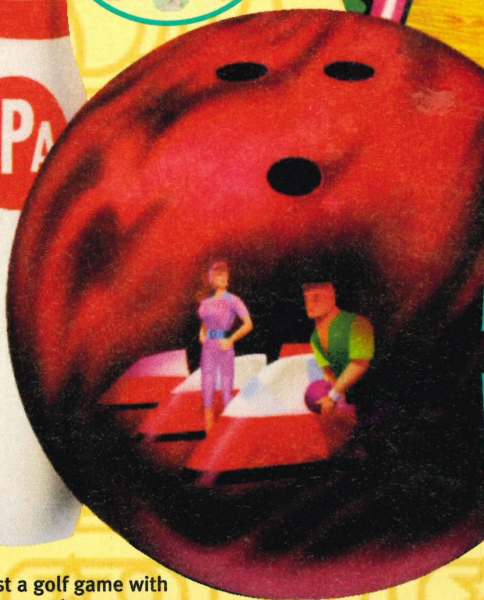
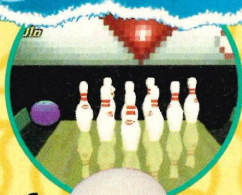
This issue is absolutely full of balls! And not for the first time, ahem. Metal ones, inflatable ones, big ones, small ones — we don't care what sort of balls they are, just throw them over!

**D**id you know that Ten Pin Bowling was an English invention? Oh yes, originating in Eighteenth century Britain, Lords and Dukes would gather together after thrashing wild animals to death with sticks, to drink sherry, sleep with each other's wives, and enjoy a game of Ten Pins. Of course the rules were somewhat different then, with peasants and beggars being used for skittles, the ball being harder and sharper, and — of course — there were the ten pins themselves. Or 'nails' to be more accurate. Yes, great whopping ten-inchers would be hammered through from the cellars while the peasants stood before them in a triangular arrangement. The rules? Simple; each ponce would take it in turns to see how many riffsraff he could rid the world of by knocking them over onto the deadly spikes with the ball. Or, failing that, with a cricket bat. Ah, a more civilised sport for a more civilised age. And that's the truth, that is.

## ROLLING ROLLING ROLLING!

Scratch beneath Ten Pin Alley's bowling facade and we find the truth — it's just a golf game with different graphics! Yes, never mind the snazzy graphics, it all boils down to how good you are at stopping those reaction-cum-power bar thingies...

# Ten Pin Alley



When watching a computer opponent take their turn, you get to observe the 'action' through a slightly more dramatic camera view. Gosh.

**MAIN BOARD**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chuckie 1																				
Dean 3																				
Jill 4																				
Flo 5																				
But 6																				

All the excitement has been converted and simulated, so marvel with us now as we look at the legend that is... THE SCORECARD. Frightening, non?



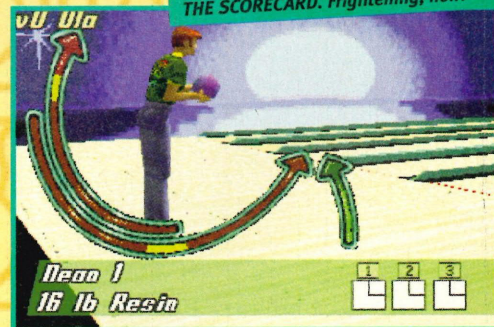
### STEP 1 - The Target

Simple enough. Just move the target to where you want to throw the ball.



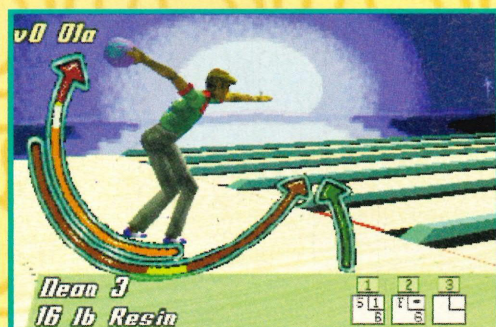
### STEP 2 - The Position

It's just a step to the left (and then a jump to the right). Put your hands on your hips (etc, etc.)



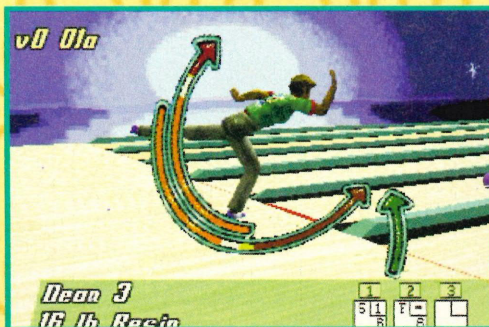
### STEP 3 - The Spin

The player will now start to move forward, allowing you to effect any spin you might want on the ball.



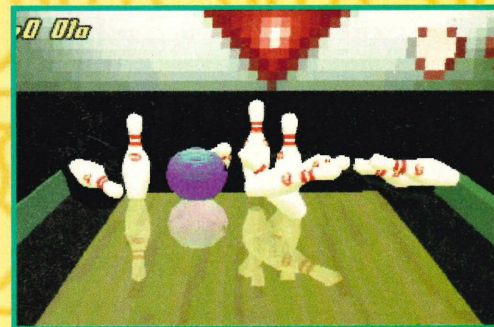
### STEP 4 - The Power

Familiar territory here, sports fans. Press the button to stop the power bar as it ascends...



### STEP 5 - The Throw

...and then press again on the marked section to get as accurate a throw as possible.



### STEP 6 - The Strike

Eh voila! Or, if you've not quite sorted out your throwing technique, you can just trundle down the drain!



## CONTENDERS READY!

There are five different competitors to choose from for matches, ranging from a big fat fella to a small svelte gal. Let's go say hello...



## STEVE COMMENT

HA HA HA. VERY FUNNY...NOT! THE GAGS ARE AMUSING THE FIRST TIME, ANNOYING AFTER THAT, AND ONCE YOU KNOW HOW TO GET THE STRIKES UP, YOU'LL FIND YOURSELF DOING IT EVERY SHOT. IT SOON BECOMES A DODDLE AND, ALL IN ALL, PRETTY POINTLESS! SAVE YOUR MONEY!

## THROWING IT ALL AWAY!

There's a hefty two (yes, TWO!) different venues to play at — Maui Bowl or Adrenalin Bowl. And who said variety was the spice of life?



### CHUCKY

Who ate all the pies? This large fella, this large fella. He ate etc...



### JILL

If the size of the ball is anything to go by, Jill must be about eight years old!



### FLO

Oh, sexy lady! Well, something of a stringy bird to be honest, but quite classy too.



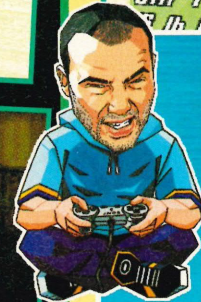
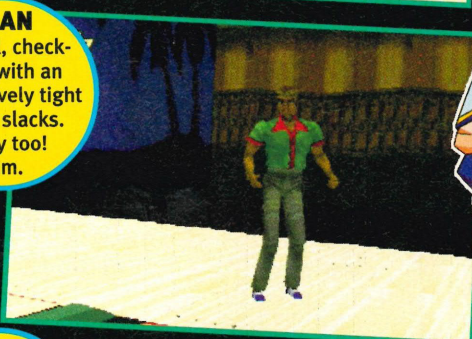
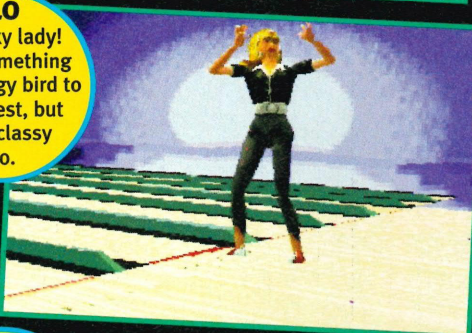
### DEAN

Mr Cool, checking in with an impressively tight pair of slacks. Shiny too! Yum.



### DOT

Yes indeedy! The a-typical American nerd personified in one tart.



## SIMON COMMENT

OH I DON'T KNOW! I MEAN, I WANT TO GIVE IT A NICE MARK FOR ATTEMPTING SOMETHING THAT'S NOT BEEN DONE ON THE PLAYSTATION BEFORE, BUT I'M SIMILARLY COMPELLED TO EXPLAIN WHY IT'S NOT BEEN DONE ON THE PLAYSTATION BEFORE! IT JUST AIN'T ALL THAT EXCITING. LIKE ANY SPORTS SIM, HAVING A BUNCH OF MATES PLAYING MIGHT INCREASE THE FUN STAKES, BUT IT DOESN'T TAKE LONG TO LEARN WHERE TO STAND AND WHAT TO AIM FOR TO ACHIEVE A STRIKE EVERY TIME, AND THEN IT JUST BECOMES A BATTLE OF 'WHO'S GOT THE BEST REFLEXES?' TOO DAMN AVERAGE I'M AFRAID.

## OVERALL

A FAIRLY SOUND BIT OF SOFTWARE, BUT HARDLY A CLASSIC. PERHAPS BOWLING FANS WILL GET OFF ON IT, BUT I DOUBT EVEN THAT! SIMPLY TOO SHALLOW AND TOO WEAK TO KEEP THE INTEREST OF MOST SPORTS SIM FANS FOR VERY LONG.

50 SOUNDS

65 ANIMATION

70 GRAPHICS

66 PLAYABILITY

## ALTERNATIVES

ACTUA GOLF. ANY GAME WITH A POWER-BAR!

66



# REVIEW



## BLOOD OMEN LEGACY OF KAIN

**Vampires!**  
Cursed demonic  
servant of evil, or just a  
pale bloke with some  
plastic fangs? Well, take  
one look at Kain and you'll  
see! Get ready for some  
serious immortal combat!

**D**on't you ever get tired of being the good guy? It can get severely boring being a hero all the time and having to do good deeds. Wouldn't it be fun to play a game where you could be just a little bit nasty for a change? Where you didn't have to watch out for the innocent people? Where anyone is a fair target? Well that day has arrived, for Blood Omen: Legacy of Kain is here! It's an RPG with a difference, because while you might start the game in the role of a heroic knight, soon you're dead, you get resurrected as a vampire and set about smacking people about and drinking their blood as you go on a quest to rid yourself of this curse. So, if you fancy a bit of action and adventure, and you're thirsty for blood, then read on mortal... Kain awaits you!

### IT'S THE WRATH OF KAIN!

I want to drink your blood...but first I'm going to kill you in a huge number of ways! Kain isn't just about wearing a cloak and trying to nibble on your neck, he's a rock hard vampire and he's peeved off! You've got access to a huge arsenal of weapons to use on the mortals who attack you, as well as those who just happen to be just passing by! You begin with just a sword, which sounds crap but it does the job and it does it well. But there's better weapons out there and better weapons for you. These include the mace, which stuns your victims, and a pair of axes so you can make like a food processor and do some serious chopping. As well as this you have loads of missile weapons which do various disgusting things to your enemies. You've got stuff that explodes, implodes, eats and basically does a lot of gut wrenching (as well as arm leg and head wrenching) stuff to your foes. Right then, mortals are useless! And I'll take on anyone that says different!



HELLO  
LOV! GOT ANY  
PIES?!

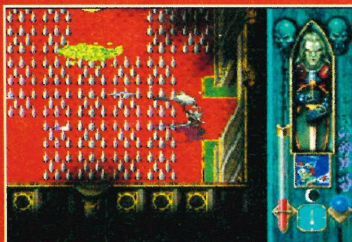
### OII! DANIELS! NOOOOO!

Of course I respect Paul Daniels work, he's a master of the sleight of hand and the cheeky grin, and you can't fault his skills at all. But if he was confronted by a horde of angry soldiers and their undead zombie cohorts and tried to destroy them by pulling a rabbit out of a hat, I'd be at him! "Oii! Daniels! No! While I respect your conjuring talents and your choice of wife in Debbie McGee, don't go around offering small furry animals to your irate enemies! Try some of these spells instead!"



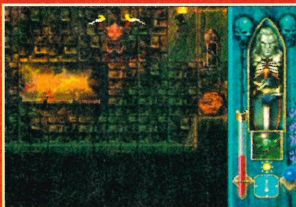
#### SANCTUARY

This spell will teleport you back to your crypt if you are in need of rest or feeling homesick. Or if you're a big fat coward who's getting his vampire arse kicked.



#### ENERGY BOLT

Deal death at a distance! If you want to take out mortals without wanting them to get too close for comfort, then this will come in very handy. Watch those limbs fly!



#### LIGHT

One of the problems of being a creature of the night is that it's bloody dark. No one gets impressed by a vampire who's always bumping into things, so use this spell to light your way for a while.



#### REPEL

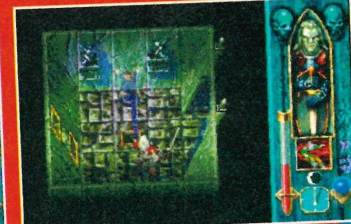
Fed up of sorcerers throwing spells at you? With the repel spell not only are you shielded from their effects, but they are sent back to the caster to do them damage. Return to sender thank you very much!





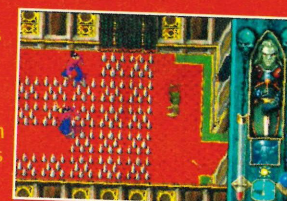
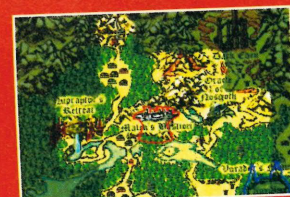
## I'M REET BLOODTHIRSTY ME!

This is what being a vampire is all about! If you take damage, you lose some of your blood. So it's only fair that you take some off your enemy! Just before your enemy is about to die, they go into a shaky state where they stagger about in a daze. It is then that you can drink their blood and regain your strength! But there are also plenty of victims out there who are helpless enough to be classed as fast food! These come in the form of sleeping mortals, as well as prisoners chained to the walls of the various dungeons you travel through. Don't be cruel, put these poor folk out of their misery and get a snack at the same time. But once they're dead you still have a use for these people, because their ghosts haunt the place where you killed them. If you kill them again you can drink blue blood from them which replenishes your magical power! Efficient or what?



## MANIMAL!

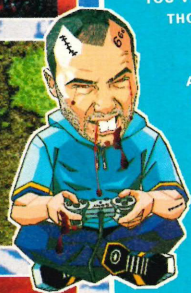
Batman! As well as wolfman, mistman and er, humanman. Being a vampire means a lot more than fatal love bites and avoiding getting a tan, you also have the power to change your shape in a variety of ways. As a bat you can travel instantly from place to place to avoid a lot of boring walking. This is done by finding bat beacons, which you can travel to once you've activated them, meaning that you can only travel to places you've been to before. Changing into a wolf gives you the power to jump over obstacles which Kain cannot pass, but you can't cast spells, use objects or



weapons in this form. Why? Because you've got paws, dummy! Did you ever see a dog with a machete? Also extremely useful is the ability to disguise yourself as a human, which means that they won't attack him and he can talk to them to get clues for his quest. Just make sure it doesn't run out when you're in the middle of a group of soldiers!

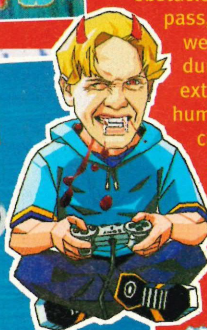
## SIMON COMMENT

OH YES! LEGACY OF KAIN IS FANTASTIC! IF YOU'VE EVER SEEN A VAMPIRE FILM AND THOUGHT 'COOL' THEN YOU'RE GOING TO LOVE THIS! THE GRAPHICS ARE GREAT, THE SOUND IS SOOO ATMOSPHERIC AND IT PLAYS LIKE A DREAM. THIS IS THE SORT OF RPG WHICH IS PERFECT FOR THE PLAYSTATION BECAUSE IT'S NOT SLOW AND BORING WITH TONS OF POINTLESS WALKING AROUND, THERE'S LOADS OF ACTION AND IT'S GOT MORE DEPTH THAN THE ATLANTIC OCEAN. THERE ARE TONS OF SPELLS AND WEAPONS TO FIND, AND TURNING INTO DIFFERENT CREATURES IS SUCH A LAUGH YOU'LL JUST BE DOING IT FOR THE SAKE OF IT! THE MOST AMAZING THING ABOUT KAIN THOUGH IS THE SHEER SIZE OF THE GAME, IT'S HUGE. THERE'S A HECK OF A LOT TO GET THROUGH, SO TURN THE LIGHTS OFF AND THE VOLUME UP AND GET GOTHICLY GORY ALL NIGHT LONG. STOP WHAT YOU'RE DOING AND GET THIS GAME, IT'S THE BEST ACTION ADVENTURE SINCE TOMB RAIDER! BLOOD-SUCKING-TASTIC.



## STEVE COMMENT

I AM A CREATURE OF THE NIGHT! WELL THANKS TO THIS. KAIN IS A MASSIVE GAME WHICH GIVES YOU TONNES TO SEE AND DO. IT DOES SLOW DOWN OCCASIONALLY WHEN THE SCREEN GETS TOO BUSY, BUT THAT'S A MINOR PROB REALLY. KAIN IS ACE!



## ALTERNATIVES

SUIKODEN AND CHRONICLES OF THE SWORD.

93 SOUNDS

92 ANIMATION

90 GRAPHICS

93 PLAYABILITY

92

## OVERALL

A TOP QUALITY RPG WHICH MUST BE PICKED UP IMMEDIATELY. LOADS OF ACTION, A HEALTHY DOSE OF PUZZLE ELEMENTS, HUGE AND VERY MEAN INDEED. LEGACY OF KAIN SHOULD LEAVE YOU ABLE TO ENJOY YOURSELF FOR HOURS!



# REVIEW



# PERFECT WEAPON

**Perfect Weapon! Is it a fighting game, or is it an adventure? Well it's a bit of both, like Wash-and-Go. Except it's a videogame and not an all in one shampoo/conditioner thingy. Well that's typical.**

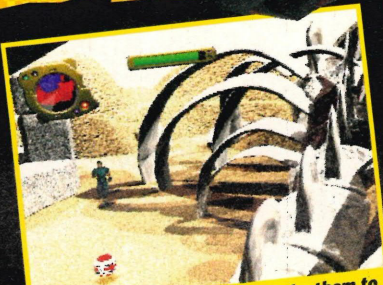
**W**hat do you think the perfect weapon is then? Could it be a nuclear submarine, or one of those helicopter gunships named after Indians like Hiawatha or something? Well in my opinion you can't go wrong with a good old-fashioned Chinese burn. I mean it's cheap, easily hidden, and with the right amount of force can sting for an excruciating five minutes or more. Some people may think that a Chinese burn can't measure up to the destructive force of many other weapons, like a jet fighter plane for instance. But when was the last time you heard of a Chinese burn showing up on someone's radar screen, eh? Well, according to Electronic Arts, the Perfect Weapon is their latest game, but I don't think a CD would do that much damage, even if you threw it really hard. I think this needs further investigation. Bring on the game!



BLIMEY!  
I DID A YOGA CLASS AND  
NOW MY LEGS ARE STUCK LIKE  
THIS! AND WHAT'S THIS GREEN  
SNOTTOY STUFF? HELP ME!

## IT'S AN INTERPLANETARY PACKAGE TOUR!

There are four alien worlds to battle through, including ice worlds and deserts before you finally reach Morgone's homeworld. These are populated by various strange creatures, including wolves and beast men in the ice stage, raptors in the desert stage, and alien monkeys on the jungle stage. The strangest race however are the bald kung fu warriors found on the Garden stage. They levitate towards you and then launch themselves into a series of mad psychic martial arts moves. Considering that you can be attacked by up to five at once, when you've got a group of these blokes coming after you, it's like Ninjas R Us!



*If you've some hungry dogs, take them to the Desert world! Bones all round Rover!*



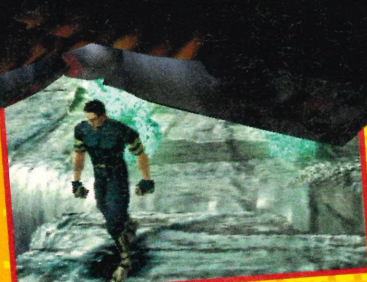
*Obviously not many chairs on the Garden planet. Poor bloke! Shame!*



*Here we are in the Jungle, and no sign of Tarzan anywhere! Right, where's Jane?*



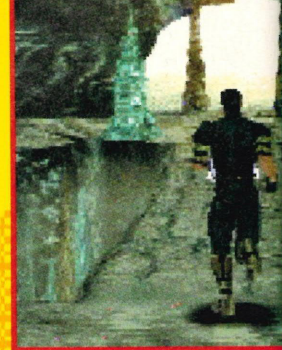
*If that's what they call a snowball on Ice world, then I want to see the snowman!*



*Come on then! You want some do you! You three cowards! Oh dear, there appear to be three of you, I'm off! Mummy!*

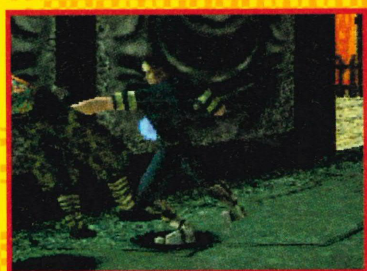
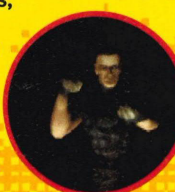


*Love what you've done with the place, very Aliens. Who's your decorator?*



## ONE E.T. STITCH THIS MATE!

Lets get scrapping then! Perfect Weapon uses a Tekken-style control system with a button used for each of your four limbs. Using these in combination with jump and crouch buttons, Blake can communicate with the aliens as only he knows how, by kicking the crap out of them. Here's a few of his methods! Bok!



## PALM STRIKE

Time to get all Bruce Lee with this powerful punch which will take down most enemies. Be warned though, it leaves you open to counter attacks!



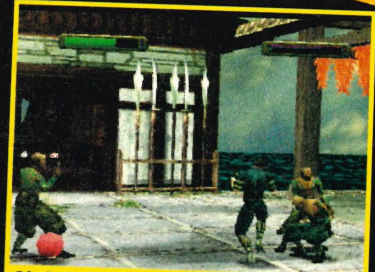
# WEAPON



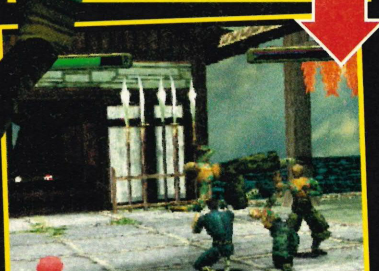
THINK THESE TROUSERS LOOK BAGGY? WAIT UNTIL I FART!

## I'LL TAKE ALL OF YOU ON! NOW!

Right, let's get the plot out of the way as quickly as possible so that we can get onto the fighting stuff! You control Commander Blade Hunter, who's not only a top space spy but also a world champion in the martial arts in his spare time. He's got to beat up loads of people and nick their energy to get onto the next stage. And that's about it. The main difference between this and other beat-'em-ups is that you can take on up to five people at the same time! This amount of opponents means you'll either run like hell to avoid a good drubbing, or stand your ground and pretend to be the strange offspring of Bruce Lee and the Mitchell brothers. Come on then, I'll have ya!



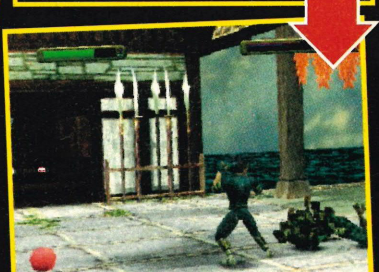
Oh dear, it appears these ruffians are intent on doing me a mischief! Lawks!



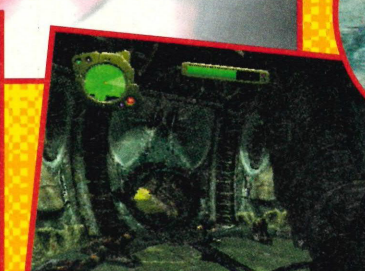
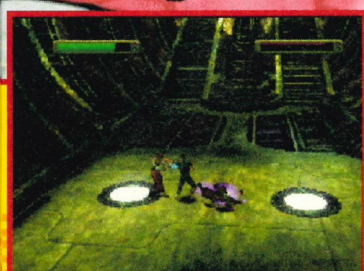
That bald chappie didn't count on this! Hurrah for crouching, it's brilliant!



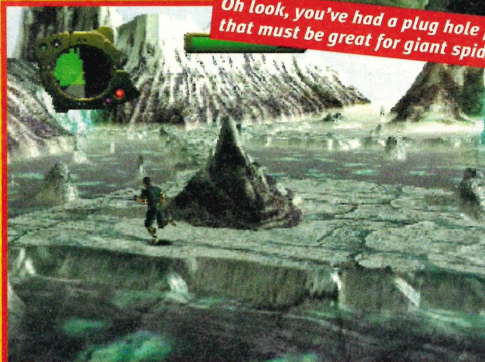
I seem to be faced by three of the scallywags, and not a fringe between them!



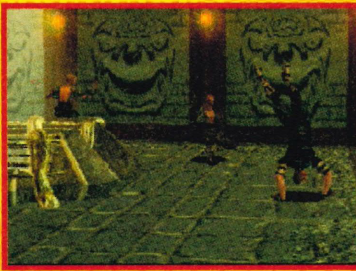
After dispatching the goons with a swift kick, I'll be home in time for tea! Yahoo!



Oh look, you've had a plug hole put in, that must be great for giant spiders!

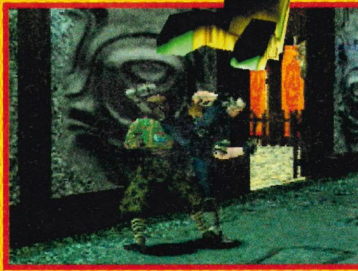


What the hell I am doing with my sleeves rolled up in this weather! And I need a scarf, and a hat! I'm freezing!



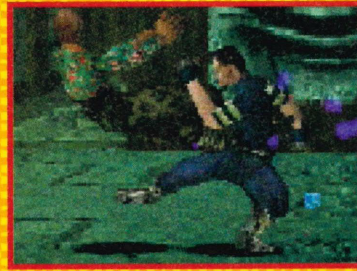
### BACK FLIP

Get some space by somersaulting away from your opponent. As a bonus, if they're too close you'll kick them in the old noggin as you flip away. Cool.



### ROUNDHOUSE COMBO

Do your impression of Marshall Law from Tekken with this double roundhouse kick. Twice the fun, twice the damage! Much Bok! action ahoy!



### SWEEP KICK

Undoubtedly the most useful move in the game, the ducking sweep kick is one of the few moves which can take out multiple enemies at once. Brilliant!



# REVIEW

## GRAB IT!

There are pick-ups you know. Oh yes, there are pick-ups. The most important of which are the coloured energy orbs which you need to exit each level. But there's lots of other pick-ups littered around the levels as well: Who leaves all this stuff lying around anyway? These alien races never tidy up about the place, they just leave you to do it. Perfect Weapon? Perfect Mum more like.



### MEDIKIT

If you can't work out what this does then you're going to last about five seconds. So here's a little hint for all those struggling with this. It puts your energy back up. Comprende?



### POWER GLOVES

Pick these up and not only will your fists glow a nice purple colour, but you'll be able to do more damage with your punches as well. Weetabix for ya hands if you like.



### DETECTOR

This radar gadget will let you see hidden pick-ups and bonuses, but only for a short period of time. You'd better hurry up and find them then, hadn't you? Chop chop!



### KEY

It's a key, a key, a flippin key! What did you think it was, eh, eh! IT OPENS THINGS. Alright? And it's no relation of Steve as far as we can tell, but it does have the same strange bowl haircut!



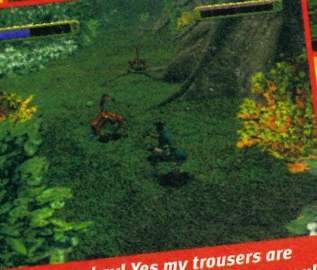
### METABOLISM ADJUSTER

This is the only way you'll be able to survive the first ice level. It lets you withstand the freezing cold wevver innit! Surely some sort of sensible coat would have been a good idea?

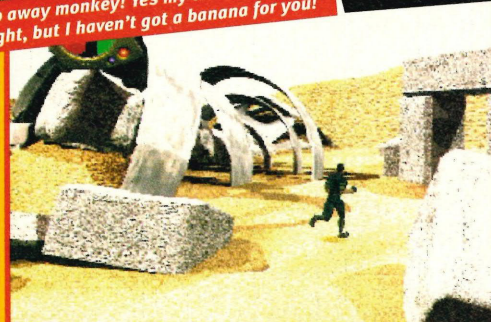


### BEACON

Pick up one of these and it'll show you parts of the map you haven't seen yet. Pick up all four to see the whole level and then you realise just how much more there is to do! D'oh!



Go away monkey! Yes my trousers are tight, but I haven't got a banana for you!



I am Blake Hunter, top tough guy and protector of Earth, guardian of... aargh! I've got sand in my eye! Ow! Ow!



Here I am looking dead mean and hard, even though I can get my mittens off. How can I go to the lavvy? Help! Help!

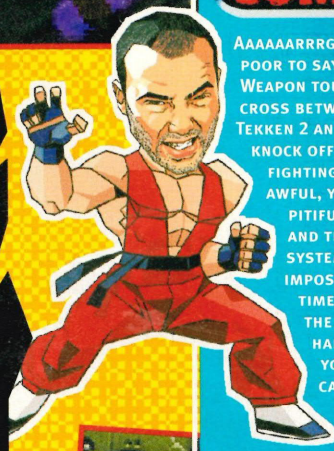


That'll teach you alien scum to irritate my sinuses! Hanky please!

## SIMON

### COMMENT

AAAAARRRRGGGGHHH! THIS GAME IS POOR TO SAY THE LEAST! PERFECT WEAPON TOUTS ITSELF AS BEING A CROSS BETWEEN RESIDENT EVIL AND TEKKEN 2 AND LOOKS LIKE A CHEAP KNOCK OFF OF BOTH OF THEM. THE FIGHTING SEQUENCES LOOK AWFUL, YOUR CHARACTER HAS A PITIFUL AMOUNT OF MOVES, AND THE MULTIPLE CAMERA SYSTEM MAKES IT JUST ABOUT IMPOSSIBLE TO FIGHT SOMETIMES. IF YOU'RE STANDING IN THE WRONG PLACE YOU CAN HARDLY SEE YOURSELF OR YOUR ENEMY, OR THE CAMERA VIEW KEEPS CHANGING SO YOU'RE NEVER SURE WHAT'S GOING ON. ADD TO THAT THE FACT THAT BLAKE MOVES SO BLOODY SLOWLY FROM PLACE TO PLACE, AND THAT YOU CAN BEAT MOST ENEMIES JUST BY USING THE SWEEP KICK, AND YOU'VE GOT A TERRIFIC WASTE OF MONEY. IT'S A GOOD IDEA FOR A GAME, BUT POORLY EXECUTED.



## STEVE

### COMMENT

NOT QUITE AS PERFECT AS EA MIGHT HAVE HOPED THEN! YEAH, SO IT LOOKS NICE ENOUGH BUT REMEMBER, NEVER JUDGE A BOOK BY ITS COVER. IT TURNS OUT TO BE ONE OF THE MOST UNPLAYABLE GAMES WE'VE HAD FOR A LONG WHILE, WITH FRUSTRATION CREEPING IN ALMOST IMMEDIATELY. CONSIDERING TIME COMMANDO WAS GOOD, I CAN'T UNDERSTAND THIS ONE! D'OH! D'OH!

## OVERALL

A MIXTURE OF BEAT-'EM-UP AND ADVENTURE THAT ISN'T GOOD AT EITHER OF THEM. TOO ANNOYING TO BE ANYTHING OTHER THAN PERFECTLY USELESS. GO FOR TIME COMMANDO INSTEAD, YOU'LL ENJOY IT A WHOLE LOT MORE. TRUST ME!

66 SOUNDS

60 ANIMATION

74 GRAPHICS

30 PLAYABILITY

40

## ALTERNATIVES

TIME COMMANDO, RESIDENT EVIL OR FLASHBACK.



**DIE HARD TRIL.**  
36.99  
SAVE £8

**TOMB RAIDER**  
36.99  
SAVE £8

**COMM. & CONQ.**  
37.99  
SAVE £12

**FIFA 97**  
36.99  
SAVE £8

**PANDEMONIUM**  
34.99  
SAVE £10

**BROKEN SWORD**  
31.99  
SAVE £8

**FREE**  
When you buy any item at the same as joining or renewing for a year. Other offers available. (Overseas please add £2 for postage)

**TOMBSTONE**  
VHS VIDEO  
FREE

**OR 82 PANEL**  
STITCHED PVC,  
FOOTBALL  
FREE

**OR 24 CAPACITY**  
CD WALLET  
FREE

9.30am to 8pm Mon-Sat  
10am to 5pm Sun & Bank Hols  
**01279 600204**  
Or fax 01279 726842 (we'll fax back)  
HEAVY discounts HUGE range  
Credit terms subject to status  
Regular Colour Club Magazine  
Great prizes to be won

**Special Reserve**  
Live @ <http://special.reserve.co.uk>

## PLAYSTATION £186.99

**CREDIT TERMS AVAILABLE - SUBJECT TO STATUS**

WE ONLY SELL GENUINE UK PLAYSTATIONS  
WE DO NOT RECOMMEND YOU BUY GREY IMPORTS

PlayStation + one controller and playable demo CD featuring five top titles	186.99
PlayStation + Worms Game	204.99
PlayStation + Formula 1 Game	224.99
PlayStation "Fire" + 2 joypads & memory card	206.99
includes extra Logic 3 joypad & memory card to save positions & high scores	

**PlayStation "Die Hard Predator" Pack**  
Die Hard Trilogy Game & Predator Light Gun  
includes Die Hard Trilogy (3 in 1 game) and the Predator Light Gun (works with both PlayStation & Saturn)  
239.99

**PlayStation "BIG" Deal 319.99**  
PlayStation "BIG" Deal consists of :-  
PlayStation, Demo CD, One Controller, Tekken (95%), Formula 1 (94%), Ridge Racer (93%), Memory Card & Extra Controller  
£31.99 deposit plus 9 further repayments of £32  
Save £64 on combined RRP. Total price £319.99. APR 0%. Offer subject to status. To apply for 0% finance please place your order by telephone only on 01279 600204 (or ask for details at one of our club shops)

**PlayStation "GREATEST" Deal 379.99**  
PlayStation "BIG" Deal consists of :-  
PlayStation, Demo CD, One Controller, Tekken (95%), Formula 1 (94%), Die Hard Trilogy (93%), Ridge Racer (93%), Memory Card, Extra Controller & Light Gun  
£37.99 deposit plus 9 further repayments of £38  
Save £80 on combined RRP. Total price £379.99. APR 0%. Offer subject to status. To apply for 0% finance please place your order by telephone only on 01279 600204 (or ask for details at one of our club shops)  
**PLAYSTATION "BIG" AND "GREATEST" DEALS ARE AVAILABLE WITH 0% FINANCE**

## PlayStation Game CD's

\* NEW ITEM (PLG) = WORKS WITH PREDATOR LIGHT GUN

ACTUA SOCCER 94%	36.99
ADIDAS POWER SOCCER	36.99
AGILE WARRIOR 79%	30.99
ALIEN TRILOGY 94%	34.99
AREA 51	31.99
BASEBALL	31.99
BATMAN FOREVER	35.99
B A TOSHINDEN	27.99
BEDLAM	29.99
BLACK DAWN 84%	31.99
BREAKPOINT	34.99
BROKEN SWORD 90%	31.99
BUBBLE BOBBLE 2	29.99
BUST A MOVE 2 88%	25.49
CARNAGE HEART *	34.99
CASPER	34.99
CHEESY	34.99
CHRONICLES OF SWORD	36.99
CITY OF LOST CHILDREN	36.99
COMMAND & CONQUER	37.99
CONTRA *	35.99
CRASH BANDICOOT 84%	40.99
CROW: CITY OF ANGELS	35.99
CRYPT KILLER *	35.99
CYBERIA	34.99
DARK STALKERS 88%	29.99
DAVIS CUP TENNIS	29.99
DEADLY SKIES	36.99
DEATHDROME *	35.99
DESTRUCTION	36.99
DERBY 2 89%	40.99
DIE HARD TRIL (PLG)	36.99
DISCOWORLD 2	40.99

DOOM 93%	34.99
DRAGONHEART:	
FIRE & STEEL	34.99
DUKE NUKEM	31.99
DUNGEON KEEPER	36.99
EARTH WORM JIM 2	33.99
ECSTASY *	34.99
EXHUMED	29.99
EXTREME SPORTS	29.99
FADE TO BLACK 90%	36.99
FIFA 97	36.99
FINAL DOOM 82%	31.99
FIRO AND KLAWD 85%	31.49
FORMULA 1	40.99
GUNSHIP 2000 90%	32.99
HARDCORE 4 X 4	31.99
HEXEN	31.99
HYPER MATCH TENNIS	36.99
INCREIBLE HULK	35.99
INTL MOTO CROSS	35.99
INTL STAR SOCCER DXE	36.49
INTL TRACK & FIELD 85%	34.99
JOHN MADDEN NFL 97	36.99
JOHNNY BAZOOKATONE	32.99
JONAH LOMU RUGBY	34.99
LEGACY OF KAIN	34.99
LOMAX - ADVENTURES	36.99
MAGIC CARPET 90%	34.99
MECHWARRIOR 2	34.99
MEGAMAN X3	36.99
MICRO MACHINES 3	34.99
MONSTER TRUCKS *	34.99
MORTAL KOMBAT 3 93%	29.99
MORTAL KOMBAT TRIL	34.99
MOTOR TOON 2 84%	33.99
MYST	29.99
MYST SLAMSCAPE	34.99
NAMCO MUSEUM VOL.1	38.99

NAMCO MUSEUM VOL.2	33.99
NASCAR 96	34.99
NBA HANGTIME	33.99
NBA IN THE ZONE 2 *	35.99
NBA JAM EXTREME	34.99
NBA LIVE 97	36.99
NEED FOR SPEED 94%	35.99
NFL GAME DAY	35.99
NFL QUARTERBACK 97	33.99
NHL 97 90%	36.99
NHL FACE OFF	34.99
OLYMPIC GAMES 88%	34.99
OLYMPIC SOCCER 84%	34.99
PANDEMONIUM 92%	34.99
PERFECT WEAPON	36.99
PLAYER MANAGER 2	36.99
PGA TOUR GOLF 97	36.99
PHILOSOMA	35.49
PITBALL *	34.99
PETE SAMPRAS TENNIS	34.99
RAYMAN 87%	34.99
RE-LOADED	31.99
RESIDENT EVIL 95%	37.99
RETURN FIRE 84%	35.49
RIDGE RACER 93%	29.99
RIDGE RACER REV 90%	36.99
RIOT *	38.99
ROAD RACE *	35.99
ROBOTRON X 80%	32.99
SHELLSHOCK 85%	37.99
SIM CITY 2000 91%	36.99
SLAM 'N' JAM 96	31.49
SOVIET STRIKE 82%	36.99
STAR GLADIATOR	31.99
STARFIGHTER 3000 85%	36.99

STREETFIGHTER ALPHA 2	31.99
SUPER MOTOCROSS	35.99
SYNDICATE WARS	37.99
TEKKEN 2 95%	40.99
THE DIVIDE *	35.99
THEME HOSPITAL	36.99
THEME PARK 86%	34.99
TOMB RAIDER 90%	36.99
TOP GUN	29.99
TOTAL ECLIPSE TURBO	16.99
TOTAL NBA 93%	34.99
TUNNEL B1 80%	29.99
TWIN PACK - BUBBLE BOBBLE	34.99
TWIN PACK - RIDGE RACER	25.99
V-TENNIS	35.99
VICTORY BOXING 85%	35.99
VIPER	34.99
VIRTUAL GOLF	32.99
WING COMMANDER 4	36.99
WIPEOUT 2097 93%	40.99
WORMS 92%	24.99
X-COM TERROR / DEEP	36.99
X-FILES	34.99

## PLAYSTATION MISCELLANEOUS

LOGIC 3 CONTROL SYSTEM CONTROLLER	12.49
8 BUTTON CONTROLLER WITH EXTRA LONG CABLE	
GAMESTER STEERING WHEEL AND PEDALS	74.99
TRUE ANALOGUE PROGRESSIONAL STEERING, ACCELERATOR & BRAKE, & ANALOGUE FOOT PEDALS. LOOK FOR GAMES MARKED (ANL)	
OFFICIAL CONTROLLER FOR PLAYSTATION	26.99

FIRE MEMORY CARD 17.99	17.99
ALLOWS YOU TO LOAD AND SAVE GAME DATA	
HIGH CAPACITY MEMORY CARD (120 SLOT) * 27.99	27.99
8 TIMES MORE CAPACITY THAN NORMAL MEMORY CARDS. TURBO FORMAT BUTTON FOR SUPER FAST FORMAT AND ERASE	
OFFICIAL MEMORY CARD	21.99
ALLOWS YOU TO LOAD AND SAVE GAME DATA	
OFFICIAL MULTI-TAP PLUGS IN VIA CONTROLLER PORT	28.99
ALLOWING FROM 1 TO 4 CONTROLLERS TO BE CONNECTED	

PLAYSTATION DUST COVER	7.99
PLAYSTATION LINK CABLE	11.99
ALLOWS TWO PLAYERS, EACH WITH THEIR OWN PLAYSTATION & TV/VIDEO, TO PLAY WITH OR AGAINST EACH OTHER	
EXTERNAL DISK DRIVE	59.99
3.5" DISK DRIVE FOR PLAYSTATION. PLUGS DIRECTLY INTO PLAYSTATION MEMORY CARD SLOT AND USES STANDARD LOW PRICE 2DD FLOPPY DISKS.	
RGB SCART LEAD	9.99
PLAYSTATION RGB TO SCART TV	

## SATURDAY + ONE CONTROLLER ...£185.99

Check out the enormous Special Reserve Internet site @ <http://special.reserve.co.uk>  
On-line, easy-to-use, secure ordering with Internet with free fast delivery.  
Look around our vast range of software & hardware items at our Special Reserve club shops  
Our HUGE club shops are situated in Sawbridgeworth, Chelmsford and our new club shop in Bristol.

All prices include VAT and carriage to MOST UK mainland addresses.  
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

**TRIAL MEMBERSHIP ONLY £1 (1 MAGAZINE)**  
ONE YEAR MEMBERSHIP £7.00 (UK) £9.00 (EC) £11.00 (WORLD)  
Buy one item as you join for a year and we'll give you a choice of great FREE gifts.  
Over 300,000 people have joined, and Special Reserve has 80 dedicated staff.  
Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price.  
Hundreds of pages of information on our internet site at [www.reserve.co.uk](http://www.reserve.co.uk).  
Amazing club shops at Chelmsford, Essex, Sawbridgeworth, Herts and Bristol, Avon.  
PC repairs & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail).  
No Quibble return policy £4 min or 2.5% - see the club magazine for details.

Overseas orders must be paid by credit card  
Hardware items (battery or mains) are only supplied to the UK mainland  
Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please)  
Name & Address  
Postcode  
Phone No. Machine  
Enter membership number (if applicable) or  
MEMBERSHIP FEE (ANNUAL £7.00)

item  
item  
Please use this box to add any optional fast delivery charge  
1st Class Post 50p per posted item or £3 hardware  
ALL PRICES INCLUDE UK POSTAGE & VAT  
Cheque/P.O./Access/Creditcard/Switch/Visa  
CREDIT CARD  
EXPIRY DATE  
SIGNATURE  
SWITCH (ISSUE NO.)  
Mail Order address. Cheques payable to:  
**SPECIAL RESERVE**  
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH  
Inevitably some games listed may not yet be available. Please phone to check availability.  
SAVE = Saving off full retail price. Inter-Mediate Ltd. The Mailings, Sawbridgeworth, Herts.  
Prices may change without prior notification. Sent to press 16.01.97 E & O.E.



**ASA**  
**KEEPING**  
**TABS**  
**ON ADS**

## HACKS/TIPS/CHEATS/CODES WIN AT CONSOLE GAMES WITH THE CONSOLE HELPLINE

- 0891-318-400.....INFORMATION LINE & INDEX
- 0891-318-401.....PLAYSTATION CHEATS / CODES / HELP
- 0891-318-402.....ULTIMATE MORTAL KOMBAT / SATURN
- 0891-318-403.....ADVENTURE GAMES FULL SOLUTIONS!
- 0891-318-404.....MEGADRIVE CHEATS / GOLDEN OLDIES
- 0891-318-405.....SONIC I & II HINTS, TIPS, CHEATS
- 0891-318-406.....GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
- 0891-318-407.....NEW RELEASE LINE, CHEATS, HELP & TIPS
- 0891-318-408.....MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
- 0891-318-409.....SEGA SATURN CHEATS, TIPS, HINTS
- 0891-318-410.....SEGA SATURN & MEGADRIVE GAME HELP
- 0891-318-411.....PLAYSTATION!!! 190 CHEATS & TIPS THE WORKS
- 0891-318-412.....GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
- 0891-318-413.....MORTAL KOMBAT III, CODES, CHEATS, TIPS & MOVES
- 0891-318-414.....CHEATS ALL KINDS OF CONSOLE GAMES
- 0891-318-415.....MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
- 0891-318-416.....PLAYSTATION NEW RELEASE CHEATLINE
- 0891-318-417.....SEGA SATURN NEW RELEASE / CHEATS / HINTS / HELP

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.  
PLEASE HAVE PEN & PAPER READY FOR INFO.

SEE USE ON THE INTERNET AT [HTTP://WWW.GATES.CO.UK](http://WWW.GATES.CO.UK)

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE. CALLS COST 39p CHEAP & 49p PER MIN PEAK  
HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDXX.



# REVIEW



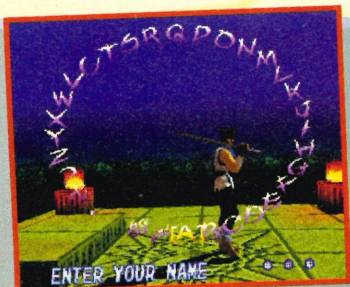
**Look everyone! It's Toshinden! (At this point, adopt face similar to that of having just received a Chrissy present, it's a pile of old trollop, but you still have to pretend it's nice). Isn't that great! Just what we always wanted...**

**W**hat is the last thing in the world that the PlayStation needs at the moment? I reckon it could survive a pasting from Watchdog if it needed too. And even the dodgy strip games with young ladies from Japan wouldn't be too bad really. But one thing we really don't need is **ANOTHER FLIPPING TOSHINDEN GAME!!!!!!** Beat-'em-ups are flooding into our office at the moment, and over the last few months alone we've had Soul Edge, Star Gladiator, Toshinden Kids, Psychic Force, Iron and Blood, Street Fighter Alpha 2... need we go on? And now we have this. Takara's finest available direct from Japan. And guess who drew the short straw? I think I would rather have my bowels removed by a cannibal with razor blades for teeth than play this. Anybody know the number for Cannibals R Us?



## NOT LIKE TEKKEN AT ALL. OH NO!

The game starts with an initial 14 fighters to play with with space for another 14 after that. To call up those is fairly easy, if a little tedious. Basically you need to complete the game as every character, and that will free up their boss as a new playable contender. But can you really be bothered to do that for every single person? I didn't think so!



*BOK! Toshinden gives you the chance to shove diamonds into the faces of other fighters. Yawn!*



## NOT LIKE STAR GLADIATOR AT ALL. OH NO!

Every character has two forms of super-doooper special attack type things that attempt to look really flash and all that. Have a look why don't you...

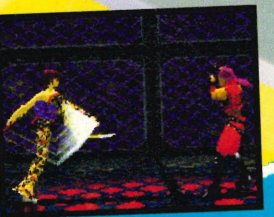
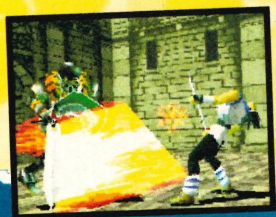
### STATIC ATTACK

You only get two of these per fight, and they are represented by the little dots above your energy bar during the game. To activate them, simply press X and Square together. These are usually best for close up damage, as they don't have a very long range width ways, but can be dangerous vertically.

### SWIPE ATTACK

These on the other hand bear more than a passing resemblance to the Plasma moves from Star Gladiator, and the Critical Edge attacks from Soul Edge. When the second, smaller energy bar fills up and begins to flash, hit Circle and Triangle together to start the moves. Make sure that first hit connects!

*Here is a money saving tip from MMPlay. DON'T, whatever you do buy this game. Ever. For your sake.*







# BATTLE ARENA TOSHINDEN



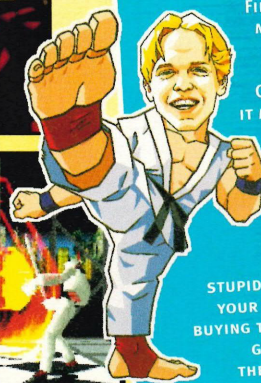
## EENY MEENY MINEY, MO?

The most exciting thing that I found about this was unfortunately, the random character select mode. I say unfortunately because it's such a crap thing, and makes the game... well, you get the picture. Get to the character select screen and simply hold down all four of the shoulder buttons and the cursor will fizz around over all of the characters until you select somebody. Pretty dull by anyone's reckoning, huh?



## STEVE COMMENT

FIRSTLY, THIS GAME CAUGHT ME AT THE WRONG TIME OF THE MONTH - ERR PRE-MEDITATED TENSION! OR SOMETHING. SECONDLY, IT MADE ME EVEN Madder BY THE FACT THAT IT'S ABSOLUTELY DIRE! IF TAKARA HAPPEN TO BE READING THIS, WHICH IS UNLIKELY, THEN I HAVE A COUPLE OF QUESTIONS FOR YOU: WHY? HOW? ARE YOU STUPID? PLEASE, FOR THE SAKE OF YOUR OWN SANITY DON'T BOTHER BUYING THIS AT ALL. IF YOU WANT TO GET AN IMPORT BEAT-'EM-UP, THEN BUY SOUL EDGE INSTEAD. LEAVE THE PIKE-ES WHO RUMMAGE THROUGH BARGAIN BUCKETS TO GET THIS FREE WHEN THEY BUY A COPY OF BROS: THE GREATEST HITS!



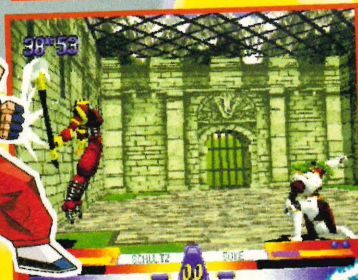
## NOT LIKE FIGHTING VIPERS AT ALL. OH NO!

There are no ring outs in this version of Toshinden. Instead, the action is set in an enclosed arena similar to that of Vipers. Nasty attacks and punches will result in your opponent flying into walls and ceilings before hitting the ground with a resounding thud. To counter this however, you can spring off the walls if you time it correctly, and charge back at the bloke you're battling against. It's good for a surprise attack and sets you up nicely for a juggle or standard combo.



## SIMON COMMENT

NOOOOO!!! THIS WOULDN'T STAND UP AGAINST THE FIRST TEKKEN, LET ALONE THE LIKES OF SOUL EDGE! THE GRAPHICS ARE RUBBISH AND IT PLAYS LIKE A COMPLETE NIGHTMARE. THERE REALLY IS NOTHING POSITIVE I CAN SAY ABOUT THIS EXCEPT IT WOULD MAKE QUITE A GOOD DOORSTOP. TAKE IT AWAY!



## OVERALL

IF THE FUGEES ARE THE ROBSON AND JEROME OF RAP, THEN TAKARA ARE DEFINITELY THE ROBSON AND JEROME OF THE GAMING WORLD. IF YOU'RE GONNA NICK OTHER PEOPLE'S IDEAS, AT LEAST PUT THEM TO GOOD USE OK!

36 SOUNDS

23 ANIMATION

40 GRAPHICS

19 PLAYABILITY

## ALTERNATIVES

SOUL EDGE, TEKKEN 2, IRON AND BLOOD AND ZERO DIVIDE.

25



# REVIEW



# Jet 1

Racing cars, floating spaceship, snowboards... how many different ways can you race? Well

whatever number you come up with, you'd better add one to it! Bring on Jet Rider!

WHEN I WIN A RACE, I LIKE TO DRINK CHEAP TRAMP'S CIDER! IT MAKES THE HAIRS ON THE BACK OF YOUR NECK STAND ON END! BURP!

**E**ver seen Baywatch? I know that all fans of high quality drama will obviously answer yes to this question, but I am not concerned with the acting talents of Mr Hasslehoff and the rest of his merry crew. You may have spotted those jet water bikes zooming up and down the sea rode by people about to fall off and require 'the kiss of life' from Pammy etc. Now while these bikes do look fun, how often will you actually get the chance to have a go on them? Or even try one which can ride on land, sea, ice and just about any other terrain you care to mention? The answer is never, because these are the sort of bikes you'll only find in Jet Rider. Unfortunately they don't come with a Pammy to revive you if you fall off. Oh well, I shall put my disappointment to one side and lose myself in Jet Rider!

## WE ALL WANNA BE EVEL KNEIVEL!

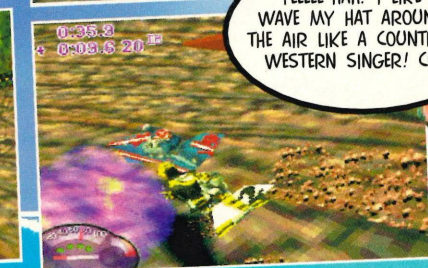
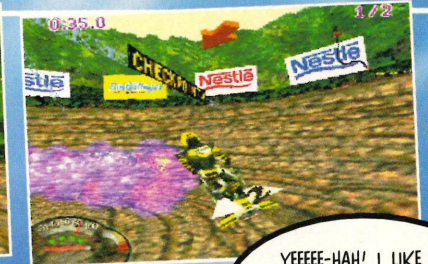
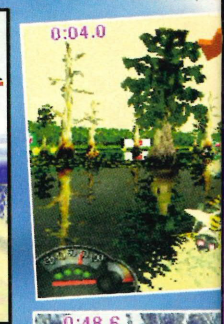
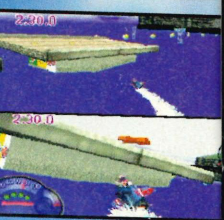
There are up to 20 racers to choose from, and you'd better find a good one, because you're racing against the other 19! They are split into four teams with five riders each, and while it doesn't make any difference which team you choose (unless you're really concerned about being yellow), choosing the right rider is very important! Each of their bikes has four different categories which set them apart from each other. Handling and Acceleration speak for themselves, but Mass is the weight of your bike, (which relates to how easy you can knock off, and be knocked, by other riders) and Lift which is basically your suspension, or how bouncy your bike is on bumps. You've got to choose which bike is right for both you and the course, or you'll never win any trophies!

They seek him here, they seek him there, but that chap on the jet bike, well, he's just about goddamn everywhere! What-ho!

## GWAPPLE ME GWAPENUTS!

If you're racing at high speeds around corners as sharp as a bag of razor blades, then usually you'd have to hit the brakes to avoid getting a seventy mile an hour nose job. While this is true for most of the corners in this game, there are some which can be taken very quickly indeed with absolutely no chance of high speed cosmetic surgery. How can this miracle be achieved? Well, do you remember that bit in Batman where the Batmobile shoots a rope onto a lamppost and uses it to swing round a corner? The same principle applies here, except you have an energy beam. At certain points on the track there are red poles which you can fire your grapple beam onto and use it to swing you round the corner, Tarzan style. If Tarzan rode a jet bike of course.

PWOAR!



YEEEE-HAH! I LIKE TO WAVE MY HAT AROUND IN THE AIR LIKE A COUNTRY 'N' WESTERN SINGER! COOL!



# Moto

BY: SONY OUT: MARCH PRICE: £44.99

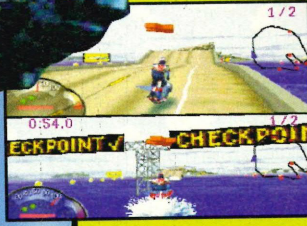
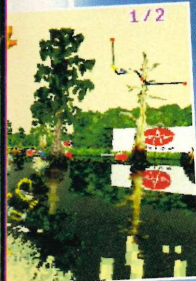
## IF YOUR TROUSERS AREN'T BROWN ALREADY...

Eventually you'll be able to race on ten tracks, but at the start you only have three. When these have been beaten you get another four to have a go on, and when you've beaten them, you gain access to the last three. But be warned! The sort of tracks you have to race on are not for those with weak hearts. Or bladders. They start innocently enough with a seaside course which takes you over a little beach and some water and ramps. But after that they just get completely insane! Ice courses with bottomless drops. So many trees that you'll need a machete to get through. Hairpin bends and broken bridges. The list goes on. But the most scary ones of all are the suicide courses, which send you 180 degrees around a roundabout and make you go back the way you came, towards all the other bikes coming straight at you!



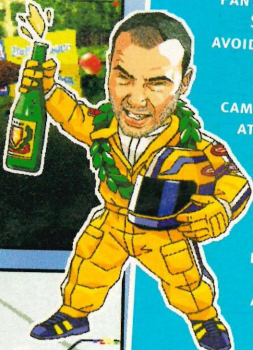
## I DON'T NEED NO LINK CABLE!

Thanks to the split screen mode, you can have some two player biking action without having to get covered in cables! You can choose whether to have the screen split vertically or horizontally, with horizontally being the better option since you can see more of the track. Even then, you're going to have to know the courses very well in order to be able to work out what's going on! One consolation prize for the loser of a two player head-to-head race is that the winner's screen watches the runner-up from a variety of cinematic camera angles as they complete the rest of their laps. Don't start watching yourself too closely though, or you'll come a cropper. Oof!



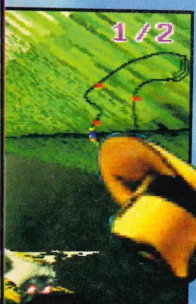
## SIMON COMMENT

PANTS, THAT'S WHAT THIS GAME IS! SPEND THE REST OF YOUR DAYS AVOIDING IT! BUT FIRST LET ME TELL YOU WHY. THE GRAPHICS ARE, QUITE FRANKLY, AWFUL. THE CAMERA TILTS ALL OVER THE PLACE AT TIMES, MAKING YOU WONDER WHICH WAY IS UP AND WHICH WAY YOU'RE GOING. THE ANIMATION AND CLIPPING MAKE YOU WANT TO CRY. PLAYING IT CAN BE SO FRUSTRATING THAT FIRST YOU WANT TO SMASH YOUR HEAD AGAINST THE WALL, THEN THE HEADS OF THE PEOPLE WHO MADE THIS GAME. IN ITS FAVOUR THE MUSIC IS EXCELLENT, THERE ARE SOME BRILLIANT COMIC DRAWINGS FOR THE CHARACTERS, AND IT'S GOT SOME NEAT TOUCHES, LIKE TAKING A SHORT CUT BY DRIVING THROUGH A HOUSE. BUT IT'S JUST NOT ENOUGH TO SAVE THIS GAME FROM GOING STRAIGHT DOWN THE TOILET. FLUSH!



## STEVE COMMENT

I THINK SI HAS BECOME FAR TOO HARSH IN HIS OLD AGE, AS I QUITE ENJOYED THIS! IT DOESN'T MATCH UP TO ANYTHING IN THE GRAPHICS DEPARTMENT, BUT AS FAR AS PLAYABILITY GOES, IT'S PRETTY SMART. PERSONALLY, I'D HAVE GIVEN THIS A MUCH HIGHER SCORE, BUT THEN I'M STOOPID!



## ALTERNATIVES

COOL BOARDERS, F1 OR REALLY ANY HIGH SPEED SIM.

85 SOUNDS

62 ANIMATION

66 GRAPHICS

58 PLAYABILITY

## OVERALL

A GOOD IDEA LET DOWN BY SOME TERRIBLE GRAPHICS AND VERY POOR GAMEPLAY. CONSEQUENTLY, IT'S FAR TOO FRUSTRATING, LEAVING YOU WITH THE FEELING THAT AN OPPORTUNITY HAS BEEN WASTED. SAVE YOUR PENNIES.

63



# REVIEW



Oh no it's time for those immortal words: **IT WAS A TIME OF HEROES!** And you know what that means don't you? **Yes! Another flippin' point 'n' click adventure is about to be fished from the Mean Machines cauldron! Lead on McDuff!**

I don't mind tellin' you that RPGs are a reviewers nightmare. It's not the level of tedium that they can reduce a human being to either. Nor the rather linear cliched path they seem to follow, normally involving some chisel chinned knight or paladin taking on evil dragons, witches, demons, various undead entities and a whole gang of performing dwarves. No, it's the flaming size of the damn things that gets to us. It's alright for you lot, you get value for money 'cos it takes months and months to complete the buggers. But for us it represents literally days of frustration looking for the Eye of Zangar, which fits into the Sword of Wonder, which in turn slides into the Rod of Splendour, which itself triggers off the Codpiece of Intense Arousal, which... ah, you get it. Come then, let's step back into days of olde where the times were hard and the women were easy...

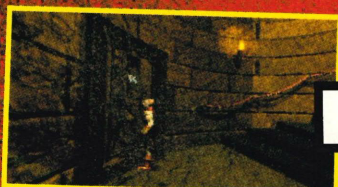
# Chronicles of the Sword

I'M GONNA HAVE TO GET MESELF DOWN THE WIZARD'S. THIS GASH ON ME EYE ISN'T 'ALF GIVING ME SOME GIP. PLUS I'M NOT EVEN GETTIN' A SNIFF OFF THE GIRLS THAT LIVE IN CAMELOT!

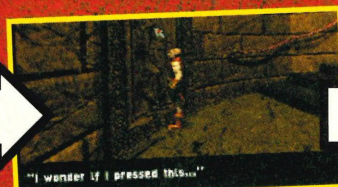
HI!  
MY NAME'S BARRY BOTHEL. BEFORE I TOOK THE SLIM 'N' GO DIET I WEIGHED IN EXCESS OF THIRTY STONES. NOW I HANG AROUND DUNGEONS WITH A POINTY SWORD WAITING FOR A NEWSAGENT WHO SELLS CHOCOLATE! I'M FAMISHED!

## CLICK N MIX!

Like all the best in its genre, *Chronicles of the Sword* uses a very intuitive method for our Gawain to select the items he's collected and nicked as he makes his way from place to place. Obviously it works best with the ol' PlayStation mouse, but it's almost as user friendly on the pad. All the G-ster has to do is press Select on the pad or the left button on the mouse and then flick through the available items until he's found the one he wants. Then he can either scroll through the items he's picked up and choose to use items on what ever other item he's selected from his menu, or click on characters or other inanimate items.



Our hero, Gawain, encounters one of his first challenges.



"I wonder if I pressed this..."  
He examines the sea horse and notices the twinkle in its eye!



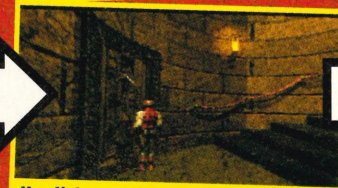
"I can't reach..."  
Gawain attempts to reach the eye, but being stumpy, cannot reach!



So, he flicks through his belongings and digs out his trusty sword!



Looking at it glint in the torchlight, he realises that it's rendered.



He clicks on the eye with the sword and hears a rumbling behind him!



Alas, it did not work and while he thinks he's through, he's failed!



Frustrated he hits for the local inn and gets drunk on dragon's blood! Hic!



## A CAST OF THOUSANDS!

Cor blimey, it's just like flipping Braveheart there's so many characters involved in the plot of COTS. Here, for your medieval deliberation, titillation and general enjoyment are the main protagonists...

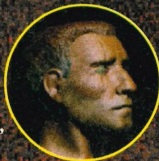
### ARTHUR

Head honcho and King of Albion – that's England to you and me and not West Bromwich – Arthur is the top dog. After visiting Ikea he finds inspiration and a lump of Scandinavian lumber which he calls his round Table. He invites his mates round and during a drink they decide to go looking for a missing cup. Crafty Art, however, stays behind and cops off with the best chick in the castle, Guinevere.



### MERLIN

The wisen wizard returns – with a Welsh accent! Yes, it's official Merlin came from Ryhl, North Wales. The one time chief adviser to big Arthur, destroyer of dragons, spellcaster extraordinaire and respected sage of all things arcane now runs a Pitch 'n' Putt course on the beachfront, quite profitably we might add.



### MORGANA LA FAY

No, she's not the girly off The Next Generation who helps Picard understand alien customs etc, she's a thoroughly nasty piece of work who can't stand big Art, Merlin, or you for that matter! She's the bitch of the piece and shouldn't be trusted as far as you could chuck her. It's gonna be your job to keep this witch from destroying the kingdom of Albion and hurting all the dwarves and forest creatures like in Snow White. Being evil and all, the blokes love her.



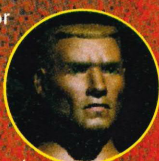
### GUINEVERE

The totty of the game and a girly who definitely knows how to flaunt it. As Wilt, the smelly and rather slow stable boy says: "Many's the time I've seen a blokes turn as she walks through Camelot!"



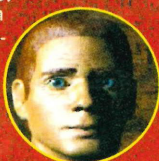
### LANCELOT

This goodly knight swore to do anything for King Arthur, including his wife! True to his name, the knight at the head of the table gets out his lance-a-lot!



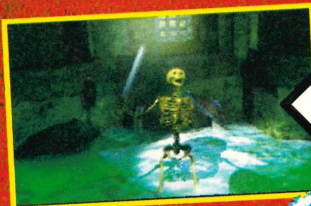
### GAWAIN

This is the infamous geezer who, according to legend, had a run in with a rock hard green knight. Sir Gawain is the fella that you control throughout the duration of this romp through medieval England. I know he looks a bit odd, but it he isn't that bad a bloke really. Go on, give him a go!



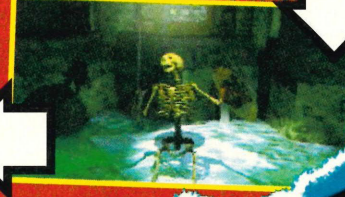
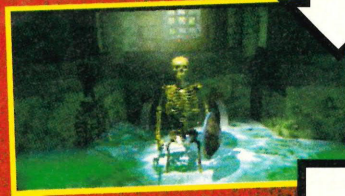
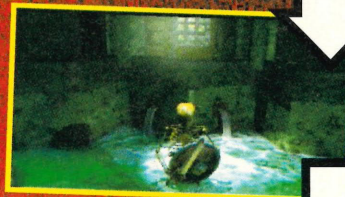
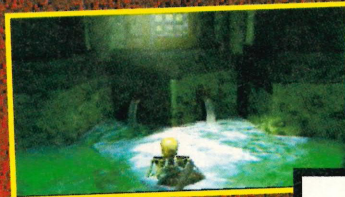
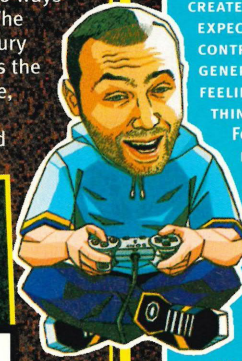
## HEY BIG DISK!

COTS is not what you'd call a small game by any standard. It comes on two disks and takes you from Camelot castle, through the rural pleasantry of Albion and into the dangerous territory of Lyonesse. It's a dirty job, but someone's got to do it.



## IS THAT REALLY THE TIME?

Unlike many role-playing games, Chronicles of the Sword features real-time fighting. So if you're wandering through a faerie glen admiring the marigolds and a horde of foaming gnomes leap out to accost you, I'm afraid you'll just have to fight them all immediately! Fortunately, there's two ways to deal with the fighting malarkey. The simplest method allows you the luxury of automatic blow parrying, whereas the second, more complicated technique, asks you to use the Dpad's four directional keys to inflict and defend blows. On guard!



## SIMON COMMENT

THIS IS A BRAVE ATTEMPT AT RECREATING THE WORLD OF THE ARTHURIAN LEGEND. AND IN MANY WAYS IT SUCCEEDS; IT CREATES A FEEL FOR THE ERA YOU'D EXPECT AND IMAGINE, IT'S EASY TO CONTROL – MOST OF THE TIME – AND GENERATES QUITE AN IMMERSIVE FEELING. HOWEVER, AS WITH MOST THINGS IN LIFE THERE'S A DOWNSIDE.

FOR STARTERS SOME OF THE ACTING FOR THE CHARACTER SPEECH IS A LITTLE HAMMY – OKAY SO THAT'S STANDARD FODDER – AND PLAY IS A LITTLE LINEAR, BUT CHRONICLES' MAIN FRUSTRATION, IS ITS PUZZLES. SOME ARE JUST PLAIN CLUMSY, WHILE OTHERS HAVE TO FALL UNDER THE BANNER OF STUPIDLY IMPOSSIBLE. STILL, HARDENED RPGERS WITH THEIR DISTINCT MASOCHISTIC TENDENCIES OFTEN RELISH THIS FORM OF CLICK 'N' POINT PAIN!



## STEVE COMMENT

NOT MY CUP OF CHARLIE AT ALL. I PREFER SOMETHING THAT MOVES FASTER THAN A DRUNK TORTOISE ON CRUTCHES. HAVING SAID THAT, MR. SAD, SI, HE'S QUITE TAKEN BY THESE ROMPS AROUND DULL DUNGEONS AND CASTLES THAT LOOK LIKE THEY NEED A LICK OF PAINT!

## OVERALL

A NICE BLEND OF MYSTICAL RPG CLICK 'N' POINT SWORD AND SORCERY INTERSPERSED WITH CINEMATIC RENDERED CUT-SCENES. PLAYS PRETTY WELL, BUT CAN BE UTTERLY FRUSTRATING. SPOT THE CLICHE: FANS OF THE GENRE...

## ALTERNATIVES

DISCWORD, SUIKODEN OR  
BROKEN SWORD.

82 SOUNDS

81 ANIMATION

80 GRAPHICS

79 PLAYABILITY

78



# REVIEW



# TWISTED WORLD

**Grab your passport and some rockets and get ready to do some travelling and fighting! Why? Because Twisted Metal's going on a World Tour! Didn't you read the title? Duh!**

**A**nother sequel! Honestly, I don't know what games designers are up to these days! It's getting a bit too Hollywood at the moment with as many sequels bouncing about the place as original stuff. Can't these people think up any new ideas or something? Or is it just that we punters want even better versions of games we've already got? Well you can decide for yourself because here comes another one! Twisted Metal World Tour is the follow up to... yes, you guessed it, Twisted Metal! Well done, next issue we'll get you started on your ABCs. But enough of such Sesame Street inspired comedy, it's time to fasten your seat belt, stick up the fluffy dice and get smashing! Drivers, start your engines!

## GO ON THEN, DO A RYU PUNCH!

You can use weapons without having to pick them up you know! Oh you don't, so I'd better tell you. By doing combinations of movements on the joystick you can access special secret weapons to help you in your destructive quest. You can fire freeze rays, drop mines, even create a force field to protect yourself as well as a whole load of other moves which we could tell you about, but then they wouldn't be secret would they? Unfortunately, you can't do these moves all the time, because they take energy from your weapons bar depending on how powerful the special move is. Worry not though, because once your weapon bar has recharged enough, you can start pulling off sneaky moves



## OI MATE! WATCH YOUR DRIVING!

If blowing up people you don't know isn't enough to satisfy your destructive urges, then get a mate round! With the two player mode the screen can be split horizontally or vertically depending on your preference, in readiness for some battle mode blasting action! In the challenge game you can blast and smash each other on any of the first seven levels, but if you want something a little different, then try the two player cooperative mode. This pits the both of you against the rest of the pack, so watching each others backs might not be a bad idea. But does this new friendly game mean that you can't shoot each other? What are you, stupid?



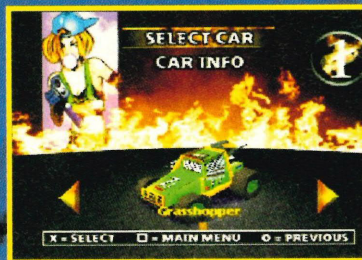
### HAMMERHEAD

Mike and Stu are the airheads driving this slow but powerful four by four which will run over you like you're a flat (Sonic) hedgehog.



### OUTLAW 2

Breakin' the law, breakin' the law! This is something you don't want to do around Outlaw 2, since she'll taser you so hard you'll be shaking for a week!



### GRASSHOPPER

This little jeep doesn't have much power, armour or speed, but she can land on you from a great height, so watch your mouth!



### THUMPER

Don't laugh at Thumper's car for being a lovely shade of pink, or you'll end up barbecued faster than you can say "extra crispy".



# METAL TOUR

## WOULD YOU TAKE A LIFT WITH THIS LOT?

They're all mad! And they've got driving licences! There are twelve characters to choose from, as well as two secret maniacs!

And not only are they extremely armed and dangerous, but you've got to be one of them! Time to put on your incontinence pants methinks!



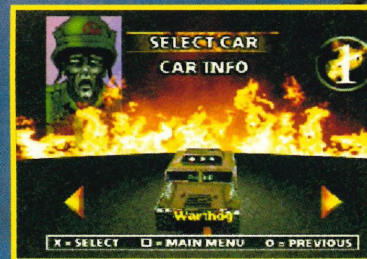
### SHADOW

The undertaker drives a hearse containing his current client! Talk about taking your work home with you...



### SPECTRE

This roadster is armed with ghostly missiles that travel through anything. Until they reach you, of course.



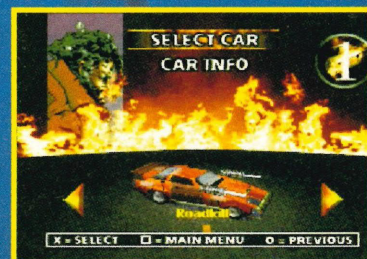
### WARTHOG

This is one tough armored car, driven by the 105 year old Capt Roberts. Well, it beats a Robin Reliant any day!



### MR GRIMM

Low on armour, but high on speed and weaponry. If Death rode a motorbike, then Mr Grimm could pass for him.

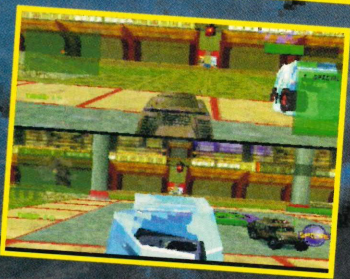
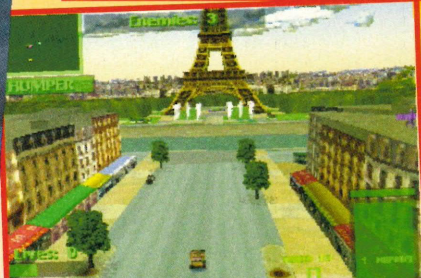
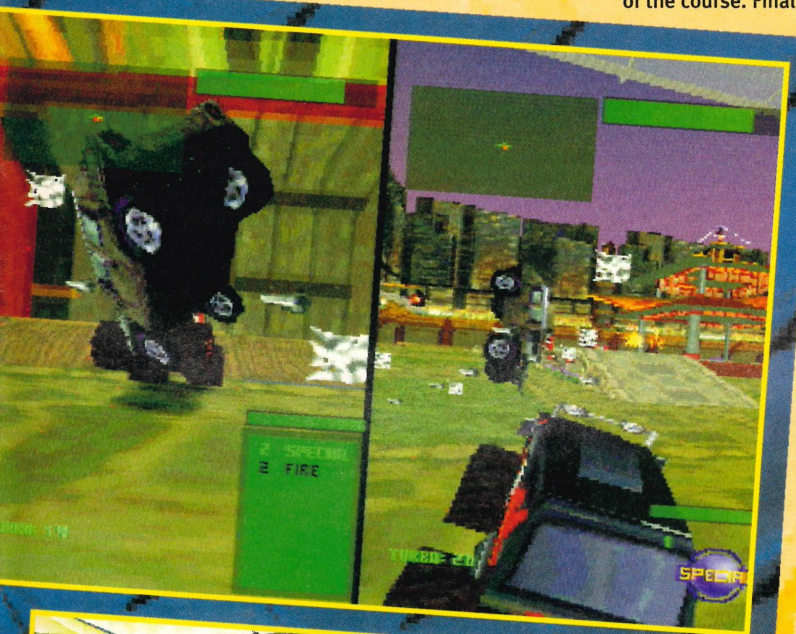


### ROADKILL

This car may look like it's straight out of Mad Max, but it's the boomerang special weapon that's the weirdest thing.

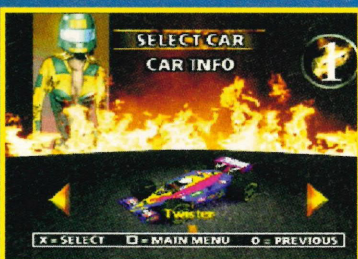
## HOW WOULD YOU LIKE TO SEE PARIS, SIR?

Sir would like a view? We can offer sir three different viewpoints, each just that little bit different to suit each of sir's needs. The first, default view is just behind ones vehicle. The second is a little higher, offering the driver a clearer view of the road ahead. I would recommend this view as the best to choose sir, since it offers you an outstanding sight of the course. Finally, the third view is quite a high one, which gives you a wonderful look at the surrounding area, but unfortunately makes everything too small. Jolly bad show! Bit of a novelty view that one sir.



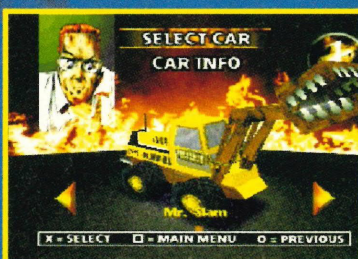
### AXEL

Winner of the strangest vehicle competition is Axel, with his 'I'm a bloke strapped between two whacking huge wheels' entry.



### TWISTER

This formula one driver has a special that spins you around so much you'd think you were in a tumble dryer! Dizzy!



### MR SLAM

Mr Slam's crane will pick you up, smash you against the road a few times, and then throw you away like an old Matchbox toy! Cool!



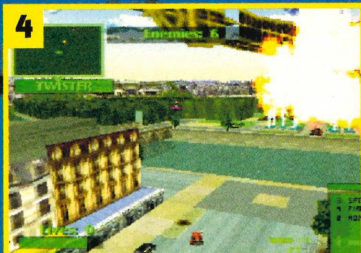
# REVIEW

## STUFFED FULL OF WELL, STUFF!

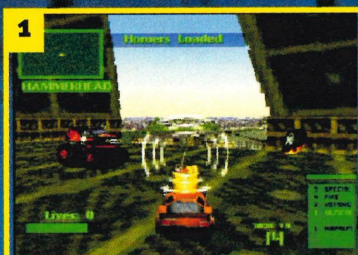
You think the levels are just there to be driven on? Wrong! There are tons of little tricks just waiting to be found! There are secret rooms and passages in most of the stages, most of what you see can be destroyed to reveal powerups and you can even blow up famous stuff like the Statue of Liberty and Hollywood. On the Antarctica level the icebergs you're driving on start disappearing into the ocean one by one, making you feel like you're in the middle of an earthquake! Best of all though is what happens when you drop a Remote bomb in the Eiffel tower. Stand very well back and watch it go boom! Hey presto, one wrecked French landmark!



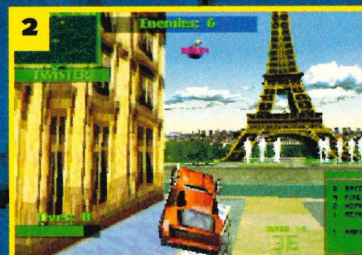
**Now, making sure there are some of your enemies in the tower, blow it up! Boom!**



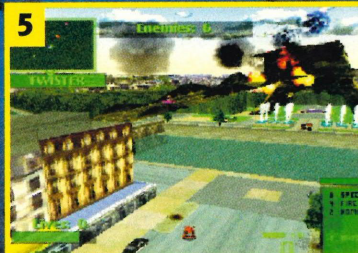
**You will observe that the debris appears to be falling towards our little red car...**



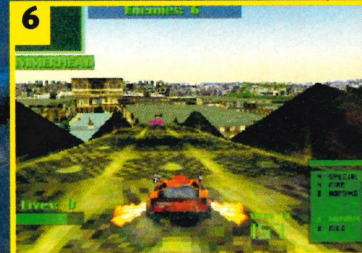
**How to blow up the Eiffel Tower: first drop your bomb atop said tower...**



**then retire to a VERY safe distance from which you can watch the destruction!**



**but do not worry, because the building has broken it's fall, making a bridge!**



**Ya-hoo! Gain access to rooftop power ups with the new Eiffel Bridge! Ouvrez voiture!**

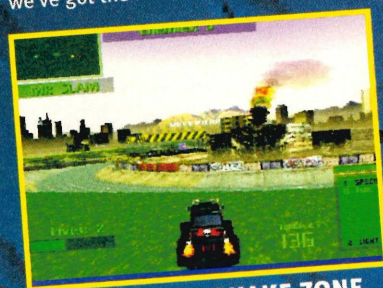
## IT'S STORY TIME KIDS!

If you're one of those sick weirdoes who actually want to know the plot of a game then you can check out the intro shown here. It doesn't come up automatically, you actually have to choose it yourself! The reason for this could be that it's just a bit ropery looking (well very ropery, but who's criticising?), but it looks a bit Manga stylee and it's funny for all the wrong reasons! Basically there's this mad bloke called Calypso who holds the tournament for his own entertainment and offers the winner whatever their ultimate wish is, even though some of them want him dead. Prat.



## BEEN AROUND THE WORLD...

If it's called World Tour then it's pretty obvious that you're going to be travelling around the world at some point isn't it? In which case why am I telling you this? Because we've got the fill the space somehow! Don't ask me difficult questions, just look at these levels will you!



### LOS ANGELES: QUAKE ZONE RUMBLE

Before you take the competition abroad, it's time to bid farewell to LA by causing even more damage!



### MOSCOW: SUICIDE SLIDE

The smallest of the levels, this is more of a Destruction Derby type arena with the drivers circling each other.



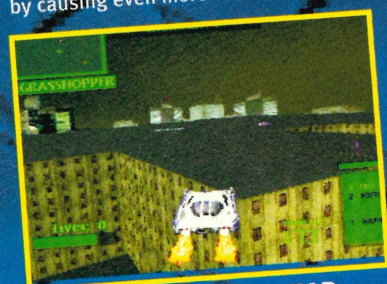
### PARIS: MONUMENTAL DISORDER

Wreak havoc in the streets of the French capital, then teleport up to the Eiffel tower to catch the view! Mange tout!



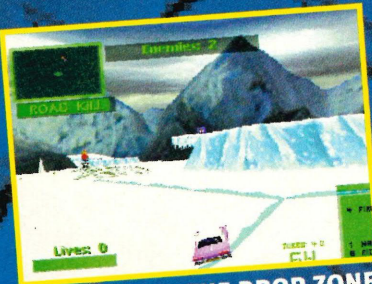
### AMAZONIA: FIRE WALK

Lava a-go-go in this South American level. Visit the temples, but stay out of that red stuff, your tyres aren't fireproof!



### NEW YORK: THE BIG LEAP

Driving through shop windows – Harvey Nic's darling! – and dropping down elevator shafts is the order of the day here.



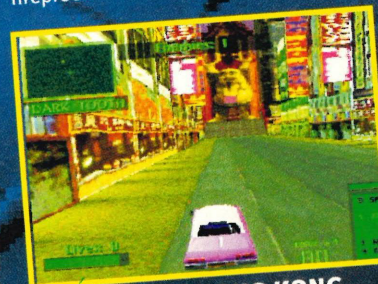
### ANTARCTICA: THE DROP ZONE

Oh the weather outside is frightful! But the firepower is so delightful! Keep your fellow drivers warm in this snowy level by setting them on fire!



### HOLLAND: FIELD OF SCREAMS

Ah, Holland, land of tulips, windmills and a great big field where people drive around trying to blow each other up. And a some canals.



### HONG KONG: HONG KONG KRUNCH

This level is full of Eastern promise and gives you a chance to see a bit of culture while you're bashing seven bells out of each other!



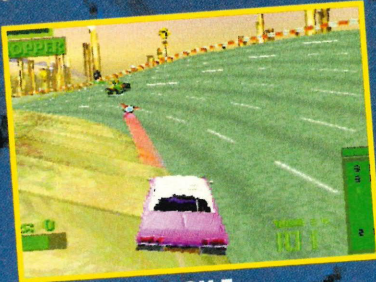
## HEAVY METAL DESTRUCTION!

While you can hurt your enemies by shooting them with your machine guns or crashing into them, the real pain comes from the heavy weaponry. You start each level with a handful of missiles, but you'll have to search around if you want to get enough to cook your opponents!



### FIRE MISSILE

Your regular, classic missile. If it were an ice cream flavour, it would be vanilla. Although you wouldn't be able to get it in a cone.



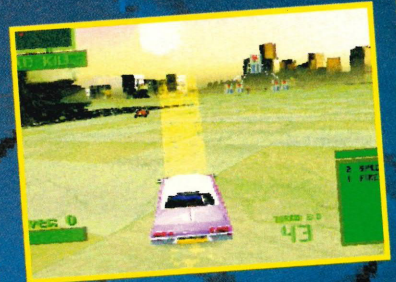
### HOMING MISSILE

Hmmm, I wonder what this does? Could a clue be in the name perhaps? Let me think...homing missile, homing missile. Well I'm stumped.



### POWER MISSILE

If the fire missile is vanilla, then this one is double chocolate chip! This packs a punch like Tyson, but you'll have to aim carefully!



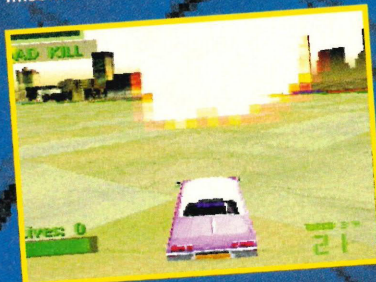
### NAPALM

This is more of a grenade than a missile since it arcs through the air rather than going straight. But the inferno it creates more than makes up for it.



### RICOCHET BOMB

This bouncing bomb will keep knocking about the place until it finds something to explode. It also gets stronger the longer it stays undetonated.



### REMOTE BOMB

Drop this, stand well back to watch the fireworks when you set off your own personal nuke. You should see what it does to the Eiffel Tower!



### FIRST AID KIT

Not really a weapon as such, unless you can heal someone to death. Which you can't, so this isn't a weapon at all. Sorry.



### LIGHTNING

This bolt from the blue will do indiscriminate damage to all in the area, so be careful. Here's something Michael Fish never predicted!

## SIMON COMMENT

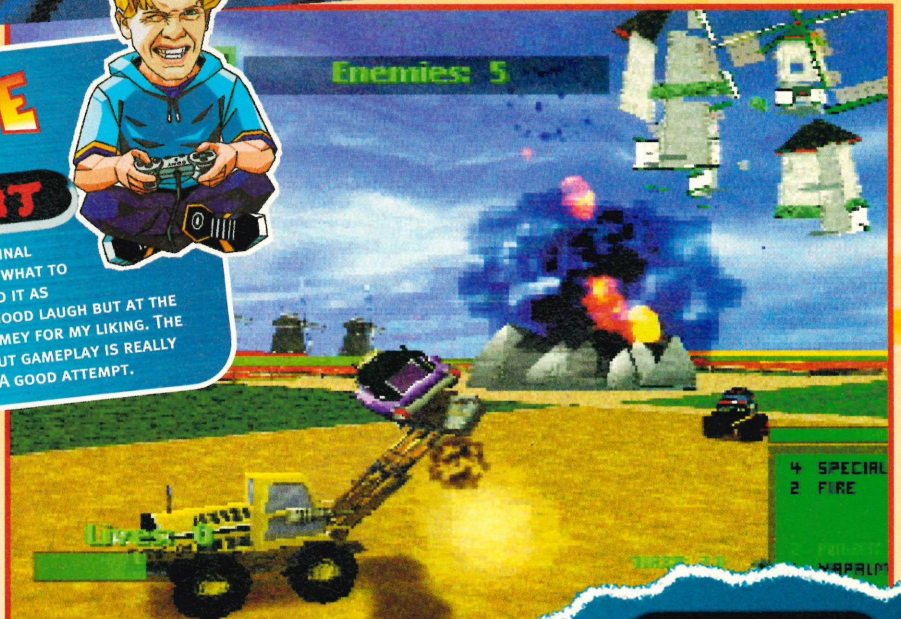
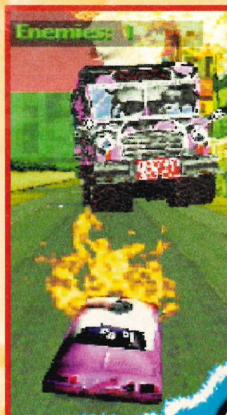
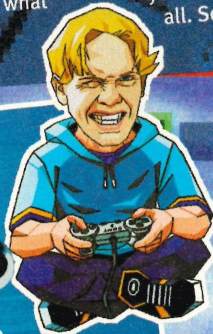
TOTAL DESTRUCTION! THE FIRST TWISTED METAL GAME WAS A GOOD BLAST BUT IT DIDN'T HAVE ENOUGH TO KEEP YOU THERE FOR LONG. WORLD TOUR

THOUGH IS ABSOLUTELY EXCELLENT! THE GRAPHICS AREN'T GOING TO CHANGE THE WORLD BUT THE GAMEPLAY MORE THAN MAKES UP FOR IT AS WELL AS THE AMOUNT OF VEHICLES, WEAPONS TRACKS AND FREEDOM TO DO PRETTY MUCH WHAT YOU DAMN WELL PLEASE. THIS IS THE SORT OF GAME THAT JUST MAKES YOU SAY "COOL!" EVERY TIME A NEW METAL

FEATURE IS REVEALED, WHICH IS REASON ENOUGH TO PLAY IT. TM IS JUST A BIG BUCKET OF DESTRUCTIVE FUN, AND ONE WHICH YOU'LL BE STICKING YOUR HEAD INTO TIME AND TIME AGAIN! RIGHT, I WANNA BE MR GRIMM!

## STEVE COMMENT

HAVING NEVER PLAYED THE ORIGINAL TWISTED METAL, I WASN'T SURE WHAT TO MAKE OF THIS. AND I DIDN'T FIND IT AS ENJOYABLE AS SI. YEAH, IT'S A GOOD LAUGH BUT AT THE END OF THE DAY IT WAS TOO SAMEY FOR MY LIKING. THE GRAPHICS ARE PRETTY POOR, BUT GAMEPLAY IS REALLY THE NAME OF THE GAME HERE! A GOOD ATTEMPT.



Right mate, that's what you get for blowing up my windmill! Bokko!

## OVERALL

IF YOU LOVE ACTION EXPLOSIONS AND DRIVING LIKE A MANIAC (AND LET'S FACE IT WHO DOESN'T) THEN YOU'LL LOVE THIS GAME. A SUPERIOR SEQUEL WHICH SHOULD BE PICKED UP IMMEDIATELY.

**ALTERNATIVES**  
TWISTED METAL, DESTRUCTION DERBY 2.

75 SOUNDS

82 ANIMATION

78 GRAPHICS

92 PLAYABILITY

91



# CHEATS

Tips, tips and more tips. What else could you ask for? Once again we come up with the goods and provide you with some of the most up-to-date tips on the planet. All out of the goodness of our hearts. And the fact that it's part of the job had something to do with it as well! But enough jibbering, let's get on with the cheats!

## STREET RACER

### CHEATS

Kevin Jelfs sent us some stuff for the Mario Kart wannabe Street Racer. Enter these passwords for some extra stuff after you've won each of the prizes!

After Bronze:TRAFIK  
After Silver:NEJATI  
After Gold:DOUGAL  
After Platinum:TURGAY

'Dougal' gives you access to the secret rabbit car with its own three tracks, while 'Turgay' lets you access a secret options screen which allows you to change the size of your cars, turn the weapons on or off, remove the other cars and much more! To access this press R2 on the options screen after entering the password.

## TUNNEL B1

### EXTRA ENERGY AND LIVES

Ocean's WipEout Doomy game gets well and truly cracked thanks to Jack Walter. To increase your lifespan, pause the game and press and hold the following: L1, R1, L2, R2, Squ, Cir, Tri and X. Live long and massacre!



## DARK FORCES

### CHEATS

Here's some cheats for when Dark Forces hits the shops. A Jedi should never cheat, but you aren't a Jedi so who cares!

Level Select: Enter the password P3NDLDQNY2.

Cheat Menu: While playing, press LEFT, CIR, X, RIGHT, CIR, X, DOWN, CIR, X, and a cheat menu should come up.

## COMMAND AND CONQUER

### PASSWORDS

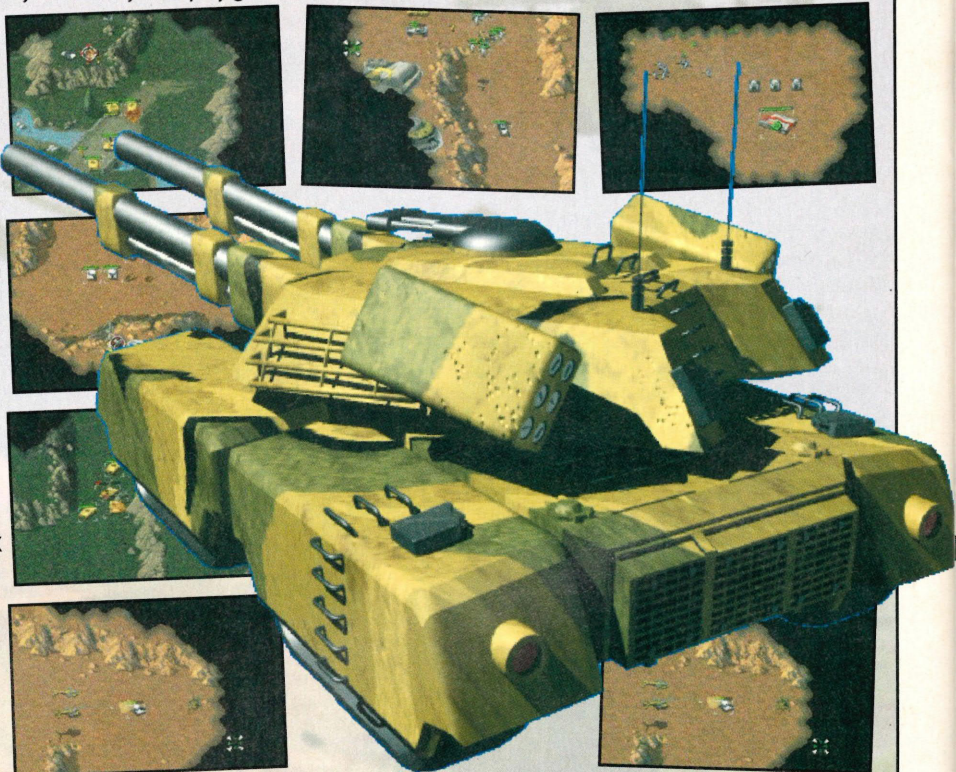
Since its arrival just before Christmas, and following a heap of praise from gaming journos, we've decided to include a complete list of passwords for all those that may be stuck on Virgin's beauty. David Hood got his GDI codes in first, so well done to him. Not to be outdone, Matthew Hall sent in the full list of NOD codes, so well done to him too! Both of them also told us that by entering the password COVERTOPS you will gain access to extra levels. This works on either CD so that's an extra thirty levels for you to play general on!

#### GDI Passwords:

Level 2 - 04XFOOP3W  
Level 3 - 6RZZHFHKO  
Level 4 - W58286BKO  
Level 5 - OXL3NYNNO  
Level 6 - KYPANA8AO  
Level 7 - OXLLFZ7F1  
Level 8 - 0QHB02X6T  
Level 9 - MFJ1FT2To  
Level 10 - BHOTX4X4R  
Level 11 - M1H8SYVYT  
Level 12 - GIHNVFDDA  
Level 13 - METJSOCRT  
Level 14 - 677MALH91  
Level 15 - GTJ2PV5WX

#### NOD Passwords:

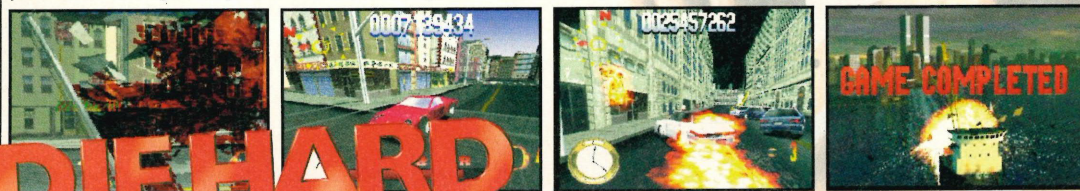
Level 2 - C99FAXKW8  
Level 3 - KDT7OX27W  
Level 4 - W1NMWTCBK  
Level 5 - W15DASRS8  
Level 6 - SZNZNQ6TB  
Level 7 - GTJKWOJOK  
Level 8 - 4NGJPB6BH  
Level 9 - IFSEVGKJZ  
Level 10 - 98OT7Q111  
Level 11 - FU3OUTTS2  
Level 12 - C9058WZZP  
Level 13 - OFM29518X



## DIE HARD TRILOGY

### X-FILES MODE & CLOCK STOP

As if there weren't enough cheats going around already for Probe's slam bang Brucefest, here comes one which could be the weirdest yet! Paul McDonald tells us that on the first park level of Die Hard With A Vengeance - the car one for all you thickies - you should pause the game and highlight the quit option. Now hold down R2, then press Right, Squ, Tri, Down, X, X, X. This will activate the X-Files - more like Independence Day really - mode which turns all the people into aliens and cars into spaceships, including yours! Also for Vengeance is this cheat mode; first make sure you've got two controllers plugged in. Pause the game again, then hold R2 (sound familiar?) Press right, up, down, Squ. If you get some gibberish numbers and letters on the screen you've done it right. Then grab the second controller and press start for a cheats menu. Tri will turn the clock off, or back on if you're feeling suicidal. Pressing Right will skip levels, and press Cir will let you skip to the next bomb! If you can't finish this extremely hard game now, then you're useless!



# DIE HARD

WITH A VENGEANCE



# TOMB RAIDER

## THE CORRECT CHEATS!

Right you lot, we know the level skip and weapons cheats for Tomb Raider were wrong. How do we know this? Because you wouldn't stop phoning every hour to tell us, that's why! We've been in telephone hell this month, that is until a gentleman by the name of Ray Scollen called up and gave us the correct versions!

To enter these cheats, first press Select while playing the game, then enter these codes:

**Level Skip:** L2, R2, Tri, L1, L1, Cir, R2, L2.  
Get all the weapons: L1, Tri, L2, R2, R2, L2, Cir, L1.

Right, now leave us alone.



# TOMB RAIDER

## TWISTED METAL WORLD TOUR

### TONS OF CHEATS

There's enough stuff here to keep you driving like maniacs for days on Single Tracks top wreckin' game!

#### Last Level Passwords

In 2 player challenge mode, at the Battle Grounds select screen, enter the following codes (if you're confused \_ means a space):

Warthog - Cir, X, Tri, Cir, \_ , Cir  
Axel - X, Tri, X, X, \_ , \_  
Grasshopper - X, \_ , X, Squ, Squ, \_  
Hammerhead - Cir, Cir, Cir, \_ , Tri, X  
Grimm - \_ , Squ, Tri, Cir, Cir, Tri  
Outlaw - Cir, X, \_ , Tri, \_  
Shadow - Cir, Tri, \_ , Tri, Cir  
Slam - Squ, \_ , Squ, Tri, Cir, X  
Road Kill - Tri, Cir, X, Tri, Squ, X  
Thumper - Tri, \_ , Squ, Squ, X, Cir  
Specter - X, Cir, Cir, Cir, \_ , Tri  
Twister - X, Squ, \_ , Squ, Tri, Cir

#### Play as Sweet Tooth

At the Character Select screen, press UP, L1, Tri, Right. You should hear loud gunfire, and when scrolling through the characters, Sweet Tooth should now be available.

#### Play as Minion

At the Character Select screen, press L1, Up, Down, Left. Random Select

At the Character Select screen, press R1 to get a random character.

#### Strange Tricks

On "The Big Leap" stage, go to the Statue of Liberty. Get close to the edge and shoot the statue twice with a missile to light the torch. Shoot it two more times to see a girl in a bikini, and two more times to blow that statue up.

In Los Angeles you can destroy the Hollywood sign.

In Paris you can use a remote bomb on the Eiffel tower.

#### Secret Stages

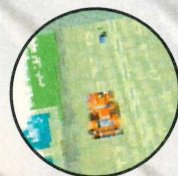
In 2 player challenge mode, at the Battle Grounds select screen, enter the following codes:

Cyurbia - Down, Up, L1, R1  
Old Roof Top - Down, Left, R1, Down  
Jet Moto - Up, Down, Right, R1  
Mona Lisa - Up, Down, L1, R1

#### Secret Attacks

All of the following moves use up some of the energy bar above your weapon select:

Shield - Up, Up, Right  
Jump - Up, Up, Left  
Freeze - Left, Right, Up  
Rear Fire - Left, Right, Down  
Napalm - Right, Left, Up  
Mine - Right, Left, Down  
Invisibility - Right, Down, Left, Up



## AREA 51 SECRET STAGES AND EXTRAS

We've got loads of secret stages for you to find in this new light gun game! There's a secret stage called the Chow Palace. So far, two ways to get to it have been found. For the first, near the beginning of the game is a part where you ride through the complex in a jeep. After that, you enter the office. Near the end of the office where you go through the fire, there is a part with paintings on the walls and two office doors. Shoot all of the paintings and both office doors. For the second, on the last level where the aliens are throwing barrels at you, destroy all of the aliens, the barrels, and all the ammo boxes.

In the large room with all of the trucks and helicopters in it, if you shoot all of the lights you should find a secret room called Headquarters. When riding the jeep, shoot all of the yellow barrels and you should get a secret room called Eggcellent. There's also a new way to play the entire game in the Kronn Hunter mode. Here's how to get it. After starting a new game, shoot nothing but the first three S.T.A.R.R. members that show up. And if that wasn't enough, here's how to start with a shotgun! Just pause the game, and press TRI, SQU, TRI, LEFT, R1.

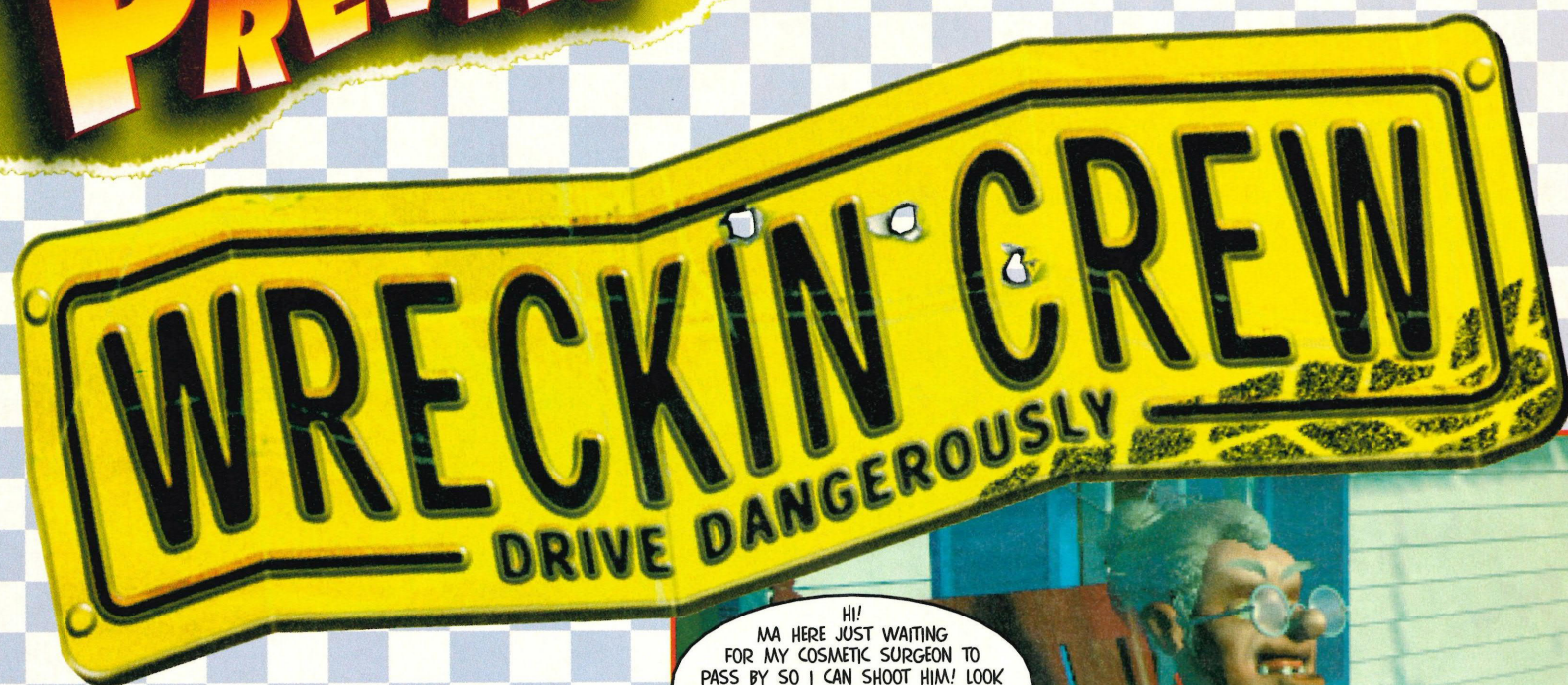
## BLOOD OMEN: LEGACY OF KAIN CHEATS

This superb RPG is extremely hard, so to avoid being a thirsty vampire, try these cheats! In order to enter the sealed caves, you must try to enter them on a full moon. On the night of the full moon, the caves open automatically, from 10pm until 6am the next morning. There are two caves on the outskirts of Nachtholm, one northeast of Steinchencrore, and one just before you get to Coorhagen. Also, during a full moon your attacks become stronger, so use this to your advantage. While playing, press any of the following while in the Area Map:

Refill Blood - UP, RIGHT, SQU, CIR, UP, DOWN, RIGHT, LEFT  
Refill Magic - RIGHT, RIGHT, SQU, CIR, UP, DOWN, RIGHT, LEFT  
Access all FMV in Dark Diary - LEFT, RIGHT, SQU, CIR, UP, DOWN, RIGHT, LEFT



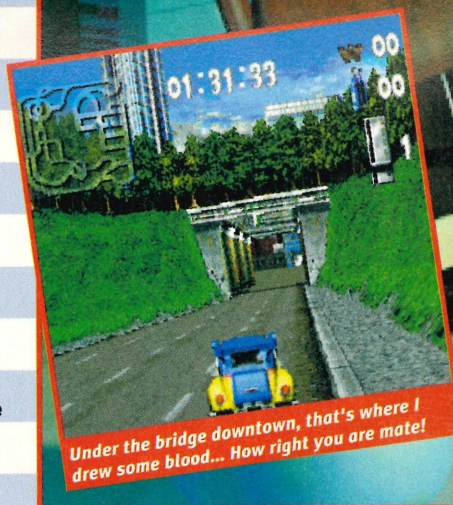
# PREVIEW



**Pop quiz, hotshot! There's loads of racing games around and you want to see something different. What do you do? You have a look at Wreckin' Crew!**

**R**acing games are great, everyone knows that. Where else can you get the thrill of Formula One racing driving, or busting up vehicles in a massive arena. But most of these games seem to take themselves very seriously with their simulation modes and their proper racing. While there isn't anything wrong with that, occasionally you want to throw your serious driving hat away, put on your mad cap and have some mindless chaotic fun! Well Wreckin' Crew is here to try and get a place on that metaphorical hat rack (metaphorical hat rack? I'm working too hard!) with their subtle blend of crazed drivers, 70s hot rods and blazing gunfire. Bring on the cars, I wish to see combat of the vehicular variety and no mistaking it!

HI!  
MA HERE JUST WAITING  
FOR MY COSMETIC SURGEON TO  
PASS BY SO I CAN SHOOT HIM! LOOK  
WHAT HE DID, YOU GO IN FOR A NOSE  
JOB AND LOOK WHAT HAPPENS!  
I'M ONLY 23!



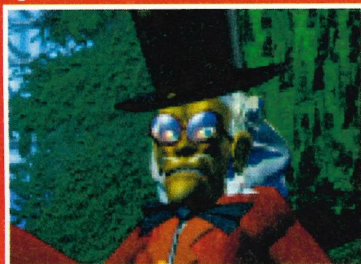
## WACKY RACERS!

Well not wacky, more like insane, psychotic or a mixture of both. You don't want this lot anywhere near your car. Or your house, or family. In fact, make sure there's a couple of continents separating you from them, okay? Have I made myself clear? If you see any of them in the street, go and get your passport and start learning how to speak Mexican, this is how evil they are. Alright?



### MA

This is one lady you don't want to forget about on Mother's Day. Not unless you like being on the wrong end of a shotgun that is! Of course, if Ma was your mum then you'd have some serious problems anyway! Uuuuurghh!!!



### SIR CUSS

With a name like Sir Cuss his choice of career was obvious (if any of you are thinking it was plumbing at this moment then you need mental help). His love for the big top extends far beyond hats!



### DOCTOR NITROUS

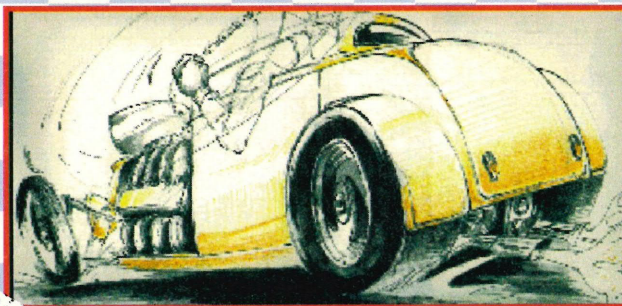
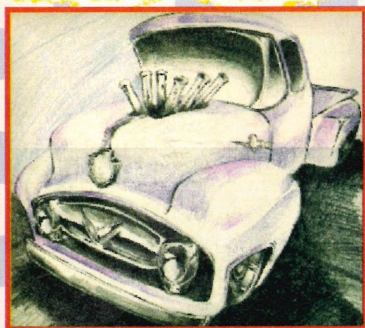
The good Doctor is one of the greatest minds on the planet, the only problem is that he's drunk most of his chemistry set, which has upset his mind somewhat. But if he was sane, what would he be doing here?



### I.Q.

This very handsome looking bloke is the result of a genetic experiment to create the perfect human being. As you can see, things didn't go as planned, and they made a man with the strength of an ape and the brain of an ant!

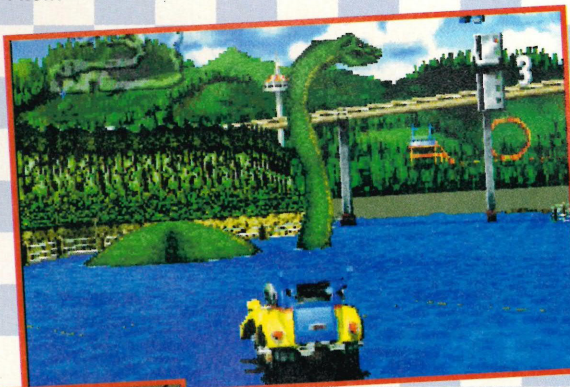




Here's some of the cars which you'll be driving. Bet you can't wait to get your hands on these hot rods! Ooer!

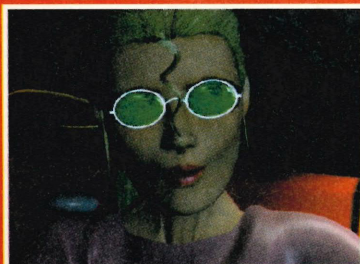
## AND THERE'S MORE!

Wreckin' Crew has got more optional extras than a fleet of new Porches! There are two computer controlled cars who drop in from time to time to make life hell for everyone. Called The Gimp (sound familiar?) and The Biker, they make a terrifying pair with their extremely powerful vehicles and weapons. The multiple views, the secrets kept on every level (which we definitely aren't telling you because then they wouldn't be secrets!), the turbos, the spanners which repair damage to your car, the stunt track, and the different weather effects (snow, fog, rain, night). In fact so much that I'm going to have to stop now because I'm running short of breath! Phew!



## DRIVE OFFENSIVELY!

Attack, we must attack! You can't just get by with some good driving and a toot of your horn (oo-er). If the others are going to attack you, you might as well get the boot in first and have some fun with the arsenal of weapons which are on offer for your aggressive pleasure. Each character has an arsenal which relates specifically to them. For instance, Kid Kranium throws bundles of cash to distract opponents, and Doctor Nitrous drops flasks of acid. The attacks aren't necessarily to the front or rear either, as you can also fire sideways. This allows you to strafe your enemies, usually with gun fire, like Ma's elephant gun! This of course doesn't come cheap, and each of your special moves will cost you stars which have been handily left by the side of the road. The more powerful the move, the more stars it will cost. There are secret joypad combinations you can pull off which will allow you to make attacks without costing you any stars, just like Twisted Metal World Tour. So you'd better have quick hands if you want to beat off the opposition!



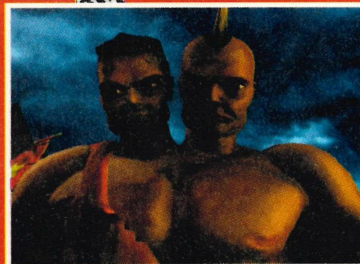
### LADY BIRD

Lady is an ex-nun who has strayed from the path of goodness. Well, not strayed as such, more like driven off straight into a ditch of sin in an exploding car, but who's being picky?



### CHEEBA

Don't judge a book by its cover, Cheeba may look like a dodgy criminal type but in fact he's a flower salesman from Norwich. Honestly (alright, I admit it, I'm lying).



### CANE AND ABLE

These Siamese twins have to get on together since neither of them has any choice in the matter. And they say two heads are better than one. Although normally on separate shoulders

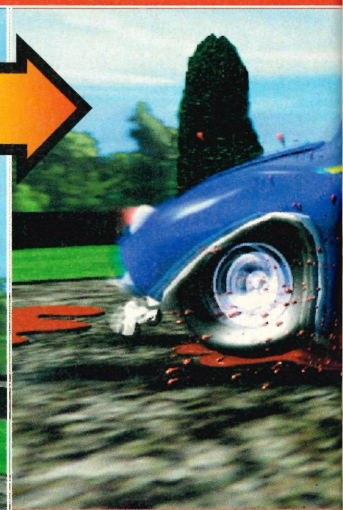
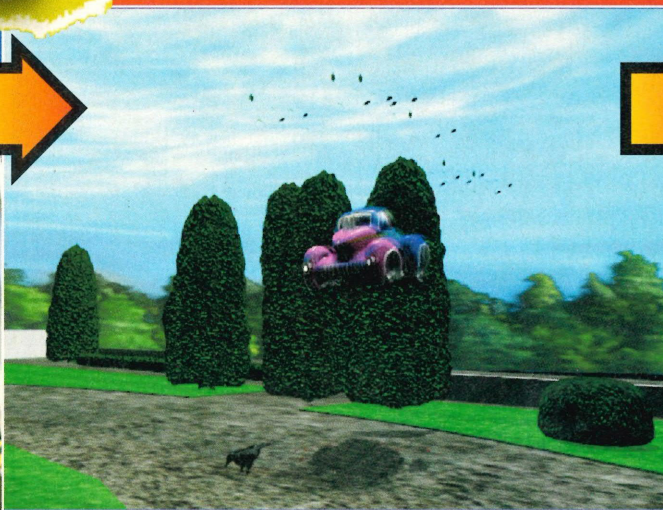
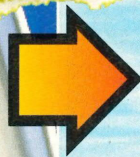


### KID KRANIUM

Small, yet extremely psychotic and violent, Kid is a rich brat who likes to spend money and kill people. So obviously he fits in quite well with the upper classes.



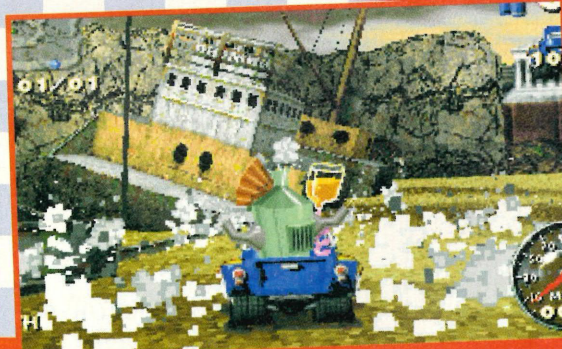
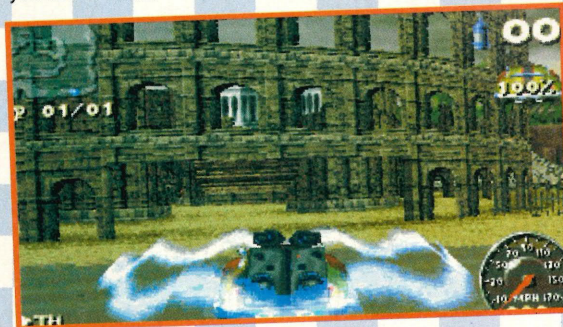
# PREVIEW



Here's Kid Kranium! Isn't he just the sweetest looking kid you've ever seen? Well, if you've never seen a kid before he might be! Doh!

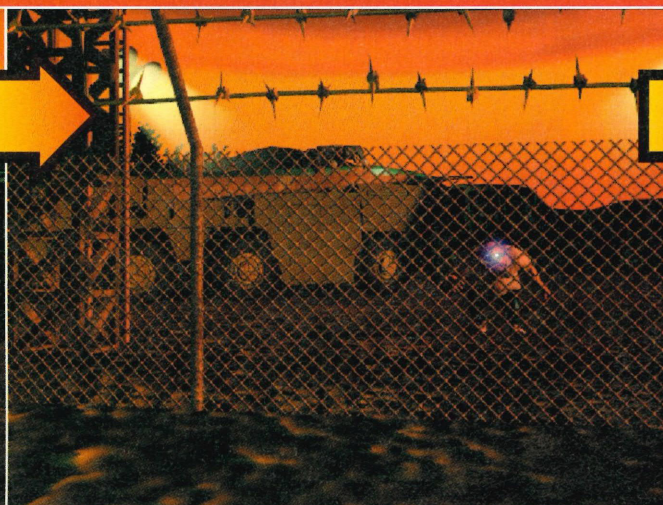
## YOU LOOK LIKE A MILLION POLYGONS! OH SORRY, HALVE THAT!!

Now, you might not know much about the technical malarkey involved in making games. If for instance I told you that each track is made up of half a million polygons you'd probably go 'huh?' Which is the natural response unless you're some kind of computer brainiac. What this actually means is that the tracks are not only filled with gorgeous scenery but they're interactive jobs as well! Check out the amusement park with the revolving pirate ship ride! You've got to time your driving just right in order to get past without having a galleon broadside your car! Elsewhere there's a giant pyramid for you to drive through and a huge King Kong head growling at you from the top of a fence as you pass. There's helicopters and planes passing overhead dishing out power-ups, and in fact so many features we'd have to leave out some of these lovely pictures just to tell you about them!

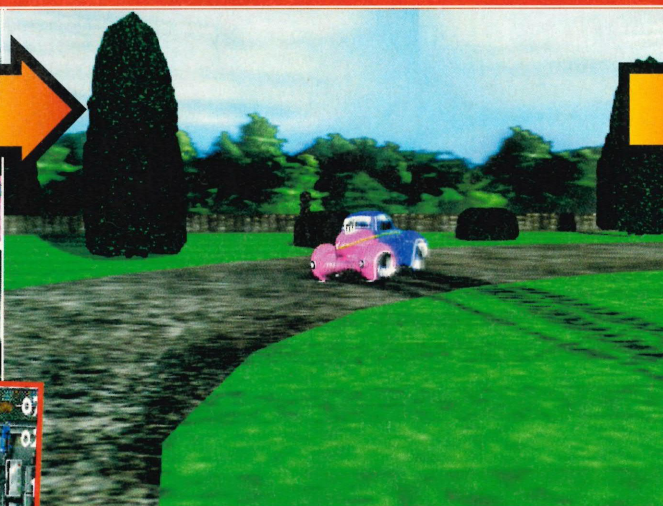
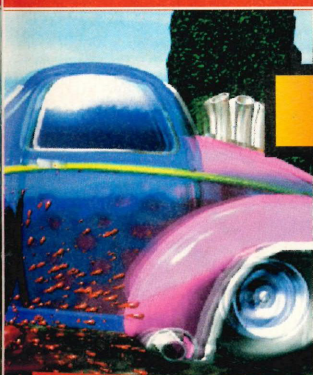


## RENDERED SENSELESS!

Each character has a rendered sequence to introduce them. These are so gorgeous that you'll just watch them again and again. Here we see the Mr 'What's in a name' IQ escaping from the genetic institute where he was created, using his glow in the dark eyes to show him the way (they come in very handy during a power cut). If you think this looks smart, when it moves it'll take your breath away!





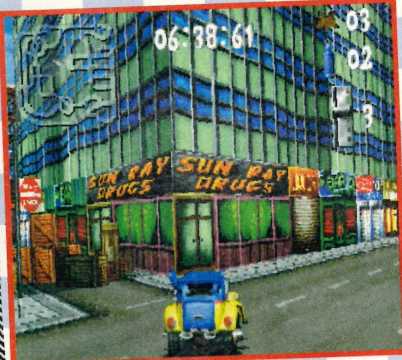


## DROP THAT CABLE!

Thankfully for those without a second PlayStation, the two player mode doesn't need a linkup to make it work. Instead you can play on the same telly with a split screen mode so you can take sneaky peeks at where your mate is! If you've got another machine and a spare couple of mates hanging around anyway you can link up for up to four players at once. While it's fun to race each other, sometimes you just want to give pretending you want to finish first and get down to the serious business of trying to smear your mate and his car all over the tarmac. It's lucky then that there's a deathmatch mode, which pits you against each other in altered versions of the tracks which have been adapted especially for those people who loved Doom but just thought it might be better if you were driving a car around as well!

## HA! I LAUGH AT YOUR ROAD SIGNS!

Now what sort of an anarchic racing game would this be if you had to drive round the track the same way every time? Well you don't have to, because the back streets await! There's a ton of shortcuts to find so that you can cheat your way to the front of the pack, so you'll have to do some exploration to find the best way round. Often they'll be blocked by crates or doors, so you'll have to crash around to see if you make any gaps to get through, and besides, any excuse to be a reckless driver without getting hurt is a welcome one. There's also a handy map in the corner of the screen so that you don't get lost, but keep your eye on it because you won't have time to ask for directions!



Ha! I sneer at your petty traffic laws, I spit on your highway code, and I smear bogies on your car insurance papers. I drive where I wish, for this game has many backstreets! Avanti!





# PREVIEW

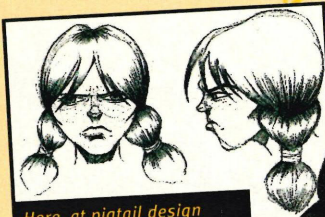


**Draw your sword! It's time to get your weapon out and swing it around the room shouting "feel the power of mighty Excalibur!" But try not to get arrested please!**



# EXCALIBUR 2555AD

**E**xcalibur! The sword of King Arthur and the Round Table! A sword of power and majesty, a sword of legend. A sword that's been nicked. Basically a bunch of laser-wielding blokes have come from the future, turned most of Camelot – nothing to do with the lottery – into rubble, poached Excalibur and sodded off again. Now Beth, Merlin's niece has been sent on a 'Terminator in reverse' quest into the future to retrieve the sword so that King Arthur's got something to polish on a Saturday night. Or something like that. When she gets there she finds that the entire human race has been forced to live underground in a giant complex called Salto because a giant meteor has hit the Earth, so she's got to make her way deeper and deeper into the depths to retrieve the magic sword. Basically it's just a great excuse for the rollicking adventure which is Excalibur 2555AD! So grab your sword, straighten your pigtails and get going!



Here, at pigtail design headquarters, the lady's bunches are balanced so her head doesn't tip over!

## THEY'RE OUT TO GET ME!

There are many ways to die in Salto, and plenty of people queuing up to show you them! These are mainly the Kala Knights, the henchmen of Delavar, who are armed with huge plasma guns. That might sound bad, but when you realise that these are the most normal of your enemies, it's hello brown pants! Among the rest of the people in your way are the giant scorpions, creepy undead skeletons and some weird looking cavemen type creatures. None of them look open to conversation unless it's of the 'die you time-travelling wench' variety. Time to let your sword speak for you methinks!

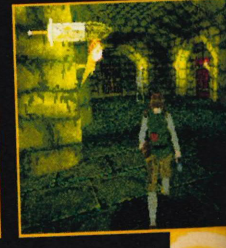
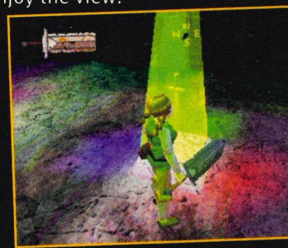
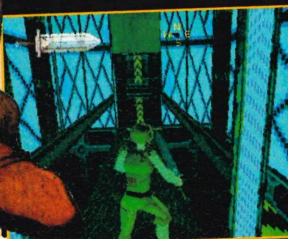


As you can see, these characters will bring much joy to lovers of polygons which, let's face it, most of us are. And remember, these two standing either side here are actual in-game characters. Beth on the left there, you already know, but this ginger bloke looking like the mad child of Conan the Barbarian and Chris Evans is Mad Mick. He's shows up from time to time to hassle you and generally make your life difficult. This could be because he's lost his trousers and has to wear PE knickers! But don't tell him that!

HELLO! I'VE GOT A HUGE WEAPON! HOW I CAN LIFT THIS WITHOUT FALLING OVER IS BEYOND ME! MAYBE THEY SOLD ME A BALSA WOOD ONE!

## IT'S RESIDENT EVIL! IT'S TOMB RAIDER! IT'S RESIDENT EVIL! NO IT'S TOMB RAIDER!

To please those of a fussy nature, Excalibur 2555AD offers a choice of two views to watch Beth strut her funky stuff. The first is the classic Tomb Raider style 'looking over your shoulder' view, which will serve you well on your journey and is the one you'll probably use most of the time. If however, you're in need of a bit of a change, you can select a – deep breath – multiple external camera viewpoint (phew!) a bit like Resident Evil, and watch your woman from all angles as she tears about the place. This takes a little while to get used to, but it let's you see those lovely graphics all the more clearly. Sit back and enjoy the view!



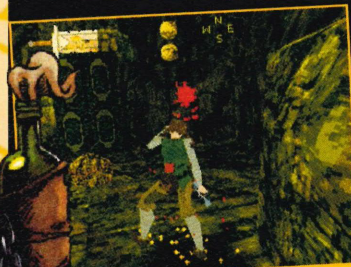




HI!  
I'M MAD MICK  
MCMAD! LAST YEAR'S  
WINNER OF THE MISTER  
MAD COMPETITION! I'M  
POSITIVELY CRAZY I  
AM. BEEP!

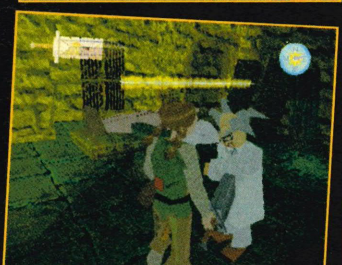
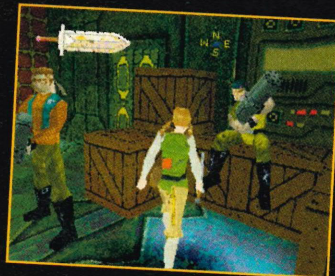
## I WILL SMITE THEE WITH MY MIGHTY BLADE!

Pop quiz hotshot! You're running through these tunnels having a look around and chatting to a few people and you run across an aggressive chap who wants to have a bit of a fight with you. What do you do? Easy, you get a bit Soul Edge on him! You can turn yourself from Beth the explorer into Beth the hard lass by simply pressing a button to put you into a fighting stance. This gives you access to a whole range of attacks which include left, right and overhead sword slashes to mince your opponents as well as a block move for when you're feeling a bit cowardly. In case this isn't enough to fell your foe, you can cast spells (if you've got them) and pull off special moves in the form of kicks and a Highlander style 360° spinning chop! Now just remember: there's a time for talking and a time for kicking ass. Miss Beth, do you know what time it is?

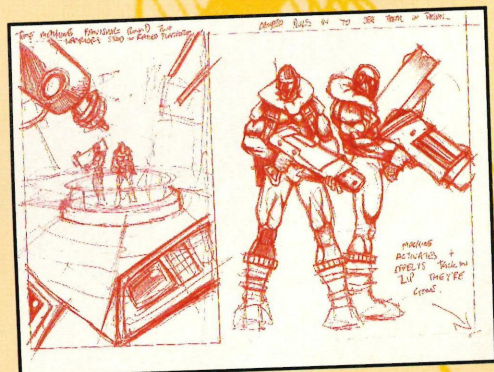


## I'M JUST A MINGLING MAGICIAN ME!

There's loads of folks to meet beneath the surface, and a lot of them need your help. While they can talk to you you can't talk back, which is very rude, but it saves you having to skip through loads of boring speech. To advance in your quest you'll have to do their bidding by completing the tasks they set you. Some can be completed by simply getting the right object, but you'll also have to master magic to succeed. Thankfully Uncle Merlin has given you a few magic lessons so you can use your mystic talents to help them out. Unfortunately you'll have to find the ingredients for the spells in order to get them to work! It's never easy is it?



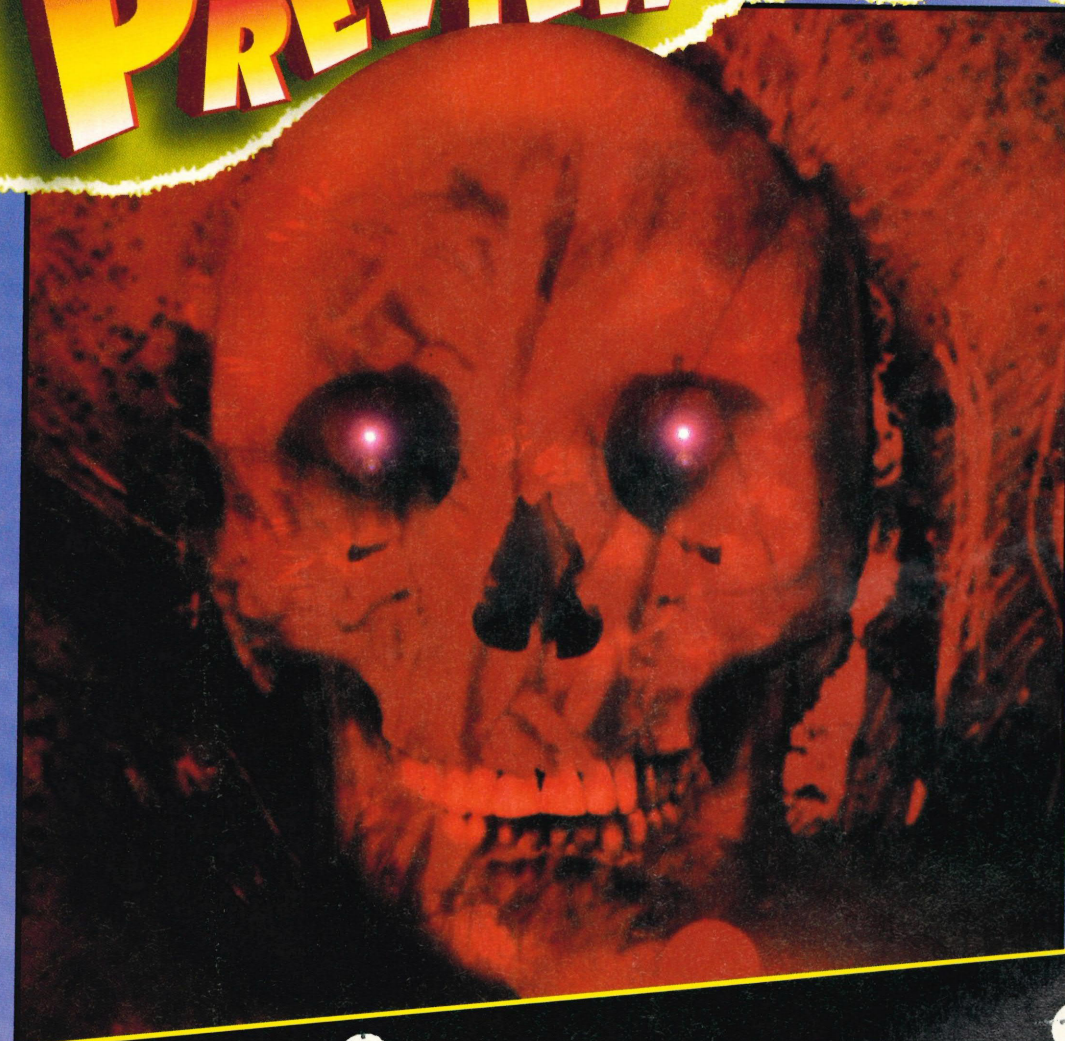
Don't worry, these aren't any graphics that you'll see in the game! This is how those lovely rendered sequences get started!



Aaaaaargh! There's body parts everywhere! Calm down gentle reader, these are merely models. Some characters are created from clay models which are digitised and then used for the rendered sequences. Some of the faces are used for real time conversations in the game itself! Now aren't you relieved that there was a sensible explanation for all this officer? Officer!?



# PREVIEW



**Egypt. Land of pyramids, camels, ancient empires and some very hot weather. It's also the setting for **Exhumed**, a first-person perspective shoot 'em up about to make its debut on the PlayStation.**

**M**ystery of the Pyramids. What's it all about eh? Are they in fact astrological sign posts created by alien visitors? Or are they just fancy grave stones? In **Exhumed**, the truth is about to be revealed, and it's a bit bizarre to say the least. After discovering some weird activity in the ancient city of Karnak, you have been chosen to go in and investigate. Starting out with only a sword for protection and a camel for company, you've got to negotiate loads of labyrinthian levels, secret rooms and vast enemies on the way. Viewed in a first-person perspective, you'll want to hunt down some bigger and nastier weapons as your tour of destruction progresses. Succeed and one of the most intriguing mysteries of mankind will finally be revealed. Fail and you can expect a few coats of embalming fluid and two dozen bandages for your trouble.

## Exhumed

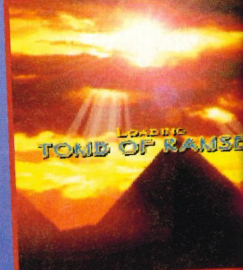
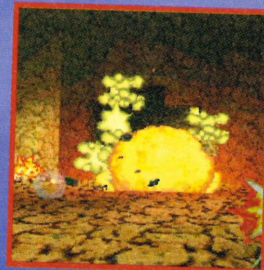
### TIME TO DIE FLY!

Despite the fact that lots of the vases contain health and weapon power-ups, you've still got to be on your guard because every now and then an enemy will pop out of one. In this case it's a giant fly. They move quickly making them quite hard to target, but some indiscriminate bullet spraying with your machine gun should have it squashed pretty speedily.



...and the ancient scriptures said a chosen one would come to free Karnak from the curse...he would be recognised by his scruffy attire, his penchant for wearing only one sock and by the fact that he's always exceedingly drunk...

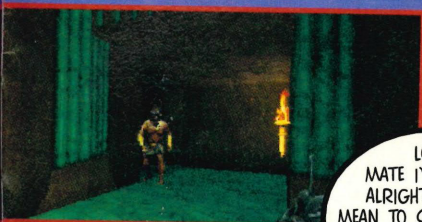
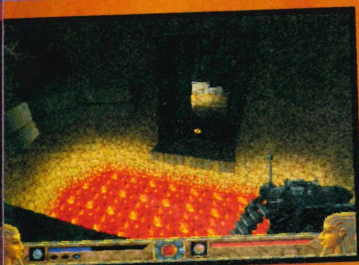
Look up and what do you see? Some ancient and delicately crafted vases. Shoot them of course.



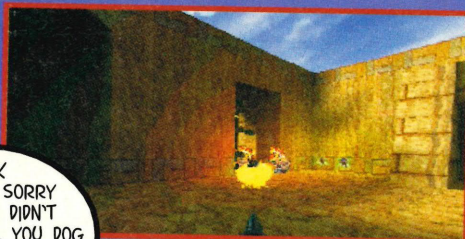


## HITHER AND THITHER

As you make your way from one level to another, it slowly becomes apparent that there are certain places you'll need to return to once you've managed to acquire more powerful weapons or other useful objects. You might need a particular weapon to blast through a wall to a secret passageway, or maybe you want to make use of a specific item like the Jumping Sandals which enable you to jump across the otherwise uncrossable and jump higher to reach new platforms.

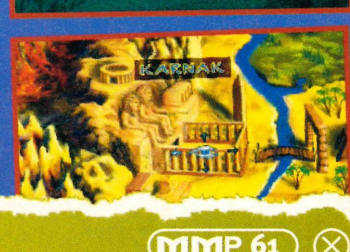
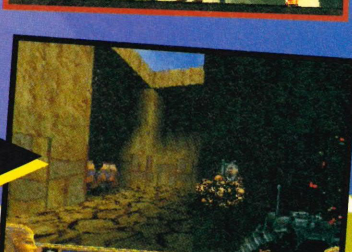


LOOK  
MATE I'M SORRY  
ALRIGHT, I DIDN'T  
MEAN TO CALL YOU DOG  
FACE. IT JUST KINDA  
SLIPPED OUT...  
ARGH!



## SEE-THROUGH MAP

Make no mistake, Exhumed is a vast game packed to its ancient rafters with levels, each of which takes in secret passageways, long confusing corridors, and room upon baffling room. Fortunately, if your bearings have jumped ship, you can quickly consult the map, the transparency of which allows you to move and explore at the same time. It also denotes whether a surface is high or low. Pretty handy eh?



## TOOL UP

Oh yes! There's no point having a shooting fest without the weapons to do it, and fortunately Exhumed comes with more than its fair share. Let's have a quick shift at them...



### SWORD

A bit useless against hordes of supernatural killing machines, this is best used as a last resort. Or for clipping your toe nails.



### PISTOL

The trusty pistol will serve you well when it comes to disposing of the smaller and less awesome enemies like scorpions and crows.



### M60 MACHINE GUN

If you want to mow your foes down indiscriminately, this is the weapon for you, although the ammo disappears at a very fast rate.



### GRENADE

If you're worried about getting all up close and personal, simply toss a hand grenade and watch your enemies explode from a comfortable distance.



### FLAMETHROWER

The flamethrower spreads a broad flame which means it works well when it comes to destroying enemies that are hard to target like flies.



### COBRA STAFF

The first of the supernatural weapons, the Cobra Staff releases little green snakes which act like heat-seekers, hunting down foes.



### RING OF RA

This attractive piece of costume jewellery releases small fireballs which bounce about before going up in puffs of red smoke, taking out any unfortunates close by.



### MANACLE

Keeping with the jewellery theme, the manacle uses a lot of weapons energy, releasing a sheet of white lightning that utterly destroys anything in the immediate area.



# PREVIEW



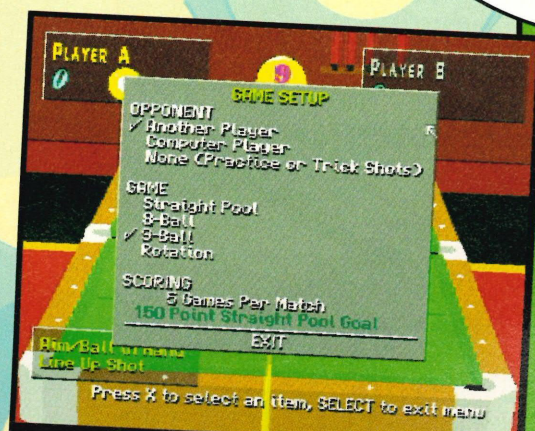
The pub next door recently got a pool table upstairs, so now you can not only enjoy their fine cuisine and splendid hospitality, but do so while some Neanderthal labourer inserts a stick into your ear. Excellent.

If you're a youngster (and if you're not, then what are you doing reading an immature mag such as Mean Machines?) then you'll no doubt be sick of reading mags doing 'retro features' or interviewing self-professed 'gurus' that accidentally happened to make some crappy black and white game back in 1603 and now think they're industry stars. Well I know I am! Anyway, one name you might have seen bounced around is that of Archer McLean. Now our Archie is actually a pretty smart chap, and amongst other things was responsible for bringing some great snooker and pool simulation to machines such as the PC and Amiga, as well as a fair few consoles in his time. And that brings me (rather neatly but in no way interestingly) to Virtual Pool — a very very similar product to the ones I've just wasted lots of space writing about. Wahay! Let's go!

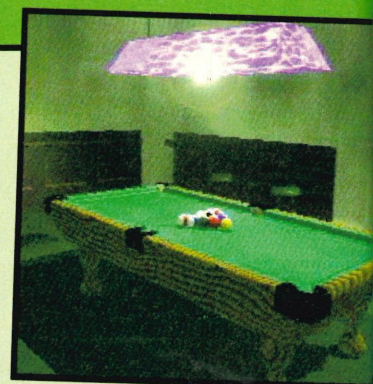
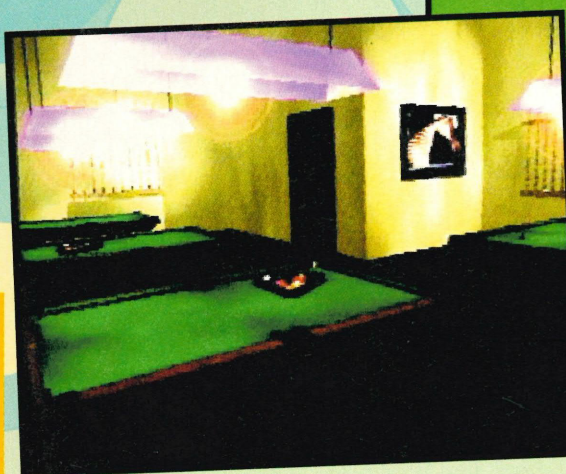
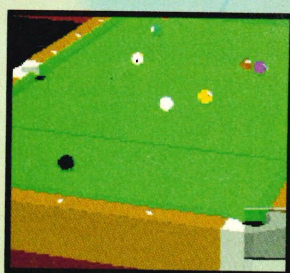
# VIRTUAL POOL



The options are extremely comprehensive, allowing you to pretty much control every aspect of the game. Not very attractive thought, eh?

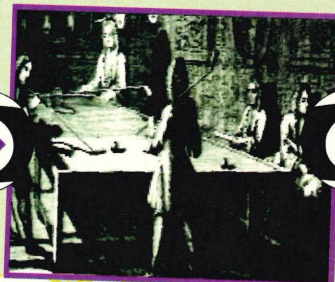
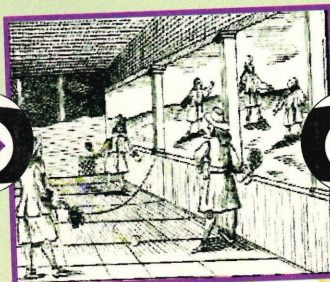
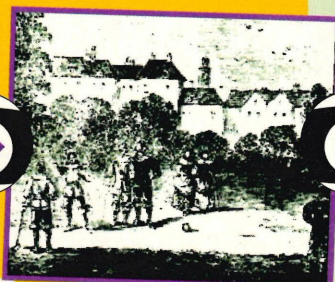
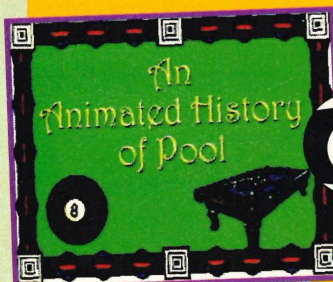


There are various styles of game, so play 'straight' pool, eightball, rotation, or nineball. And there's more... but we'll save that for the review!

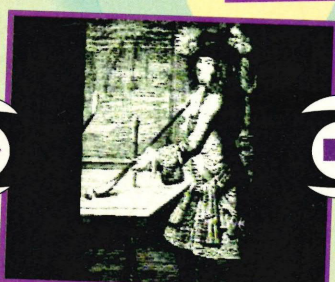
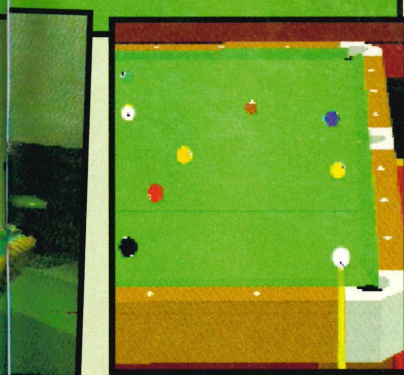
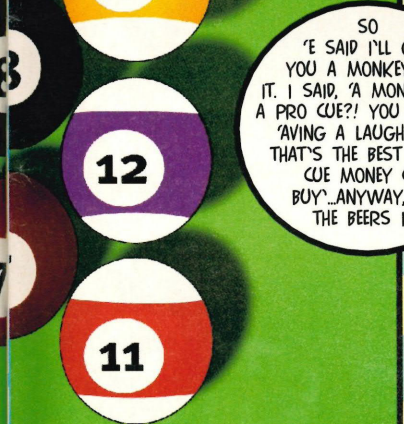


## IT'S LIKE HISTORY, ONLY BONKERS!

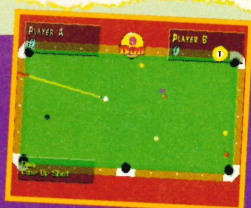
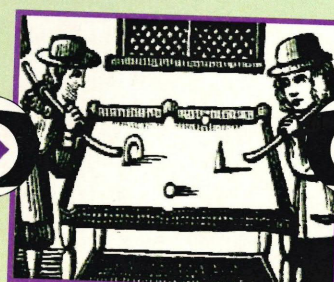
Yes, someone's been watching too many Monty Python videos, because when you innocently access the 'History of Pool' option you're greeted by what can only be described as a very surreal and Terry Gilliam-esque animated story. If you've ever wondered what it's like to be off your rocker, watch this!





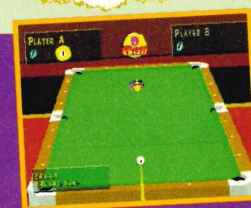


**bille** [beel] *nf.* bille, spl  
 anzer; se faire de la —  
 worry, fret.  
**billeux**, *-euse* [beel-yē]  
 billious, liverish.  
**billard** [bee-yar] *nm.* bi  
 liard-table, billiard  
 — japonais, bagatelle ta  
**bille** [bee-yi] *nf.* billiard  
 marble; roulement à —s,  
 bearing.  
**billet** [bee-ye] *nm.*



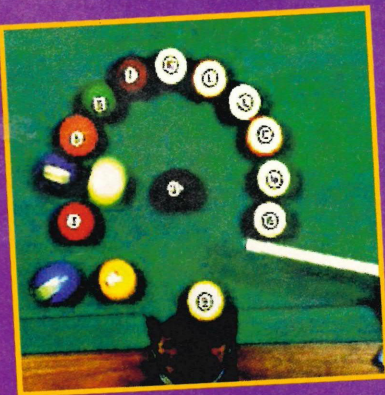
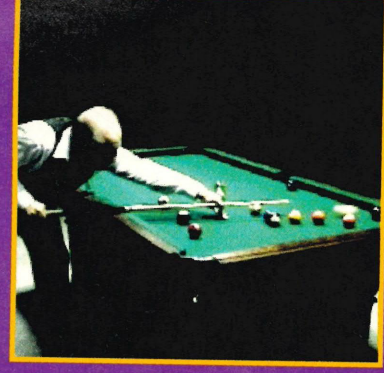
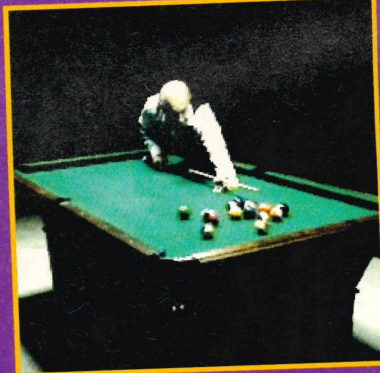
## DANCING ON THE CEILING!

It would be the easiest thing in the world for me to simply fill this page with shots from different cameras as there are simply millions! You have complete control over the view, so zoom in to check balls' exact positions, or zoom right out and float overhead for a clearer overview of the table in play. The sky (well the ceiling) is the limit!



## "HI. I'M MACHINE GUN LOU!"

Yey! A big round of applause for a man that you could imagine would be just as happy wasting a couple of greasers with a tommy gun as he would be playing a few trick shots for your pleasure! Machine Gun Lou is your very own on-line gangster, er... I mean tutor, taking you through from the most basic of pool shots to super trick shots and strategies you might want to think about once you're into the game. And all this in glorious FMV Machine Gun-O-Vision. Rock!





# PREVIEW



## INTERNATIONAL SUPERSTAR SOCCER



**There's been a lot of footie games out on the PlayStation, and a lot of people want to know which one's the best! Wonder no more people, because ISS Pro is coming to settle the argument!**

# PRO

**A**nyone who was a Super NES owner and a football fan will remember the International Superstar Soccer games with fond memories. They were – and still are, by many people – regarded as being the greatest footie games on any system, and so a PlayStation version was always going to be an eagerly anticipated game. As you may have seen in our January issue ISS Deluxe is pretty much a straight conversion of the original game, and while it was extremely playable, it didn't really add to the game much. However, it seems that Konami was saving the best for last! ISS Pro looks to have all the playability of the ISS series, but this time it's got 3D polygons! If it lives up to its expectations, then you'd better make room in your bin, because when this hits the shops, you're going to be throwing all your other football games away!

### I'M READY FOR MY CLOSE-UP MR KONAMI!

If you have any doubts about the quality of the graphics then just check them out when it goes into a close-up! From the moment the teams come onto the pitch the camera is on them, and the polygons look as good up close as they do during regular play. This can be seen more clearly when the camera zooms in after a particularly vicious tackle. One second you're quite happily chopping the opposition down with a few well placed sliding tackles, the next the screen is full of the poor bloke you've crippled, usually followed by the ref giving you a booking. But most impressive of all is the Replay mode. Well actually it's impressive because you can really see just how good the animation is! What just looks like a striker receiving a pass, turning and scoring, becomes an amazing piece of footwork and control once you can see just how well the players all move, especially when you can rotate the camera view and zoom in and out. While the Replay mode may be impressive, the most loved of all sequences has to be when you score a goal. This has your team going mad running about the pitch while the other side hang their heads in shame. Plenty of opportunities for some shameless gloating!

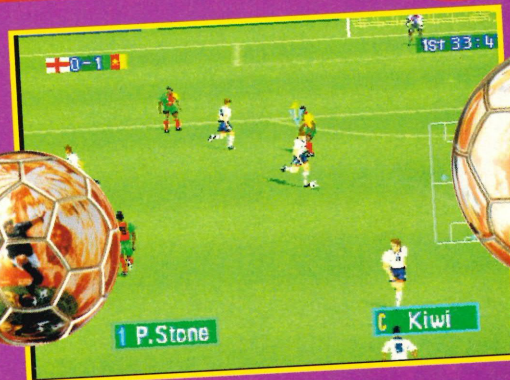


*This is the longest conga I've ever been in you know! Hey! That bloke in front has gone off on his own. What a spoil sport!*



### A BETTER VIEW THAN THE STANDS!

As is usual with 3D football games, you've got access to loads of views. And as usual, only one of them is any good. The others do the job well enough, it's just that the middle view is perfectly okay so you won't feel the need to change! Here they all are though anyway!



### BEHIND

This is a top down view which is pretty good for the player going towards the top of the pitch, and a right pain in the bum for the poor sod who's going down!



## OUR BALL CONTROL IS AMAZING!

What make ISS Pro stand out is the ease with which you can make your players do exactly what you want. Every button on the joypad has got a purpose and each works very well. Under your – hopefully – skillful controls your player can do short passes, long passes, through passes – where the ball is played in front of your attacking player so he can run onto the ball – one-two passes, shots at goal, headers, overhead kicks, crosses into the centre and much much more. To help you out when the ball is in the air you get a little cross which shows you just where it's going to land so that you can run like the clappers to get it before the opposition! To help you out when taking a throw in or spot kick the view changes to a rather impressive over the shoulder view of your man with the ball. This can be rotated left and right with the joypad to show you exactly where your players are and which one is best placed to receive the ball. Just don't spin him around too much or he might get dizzy!



## DETAILS, DETAILS...

There are a lot of great details and options which Konami have put in to make this a full on football extravaganza! You have a choice of 32 teams from around the world, which you can play in either a one-off exhibition match, a tournament or cup match, or if you just fancy a quick showdown, you can have a penalty shootout! Before each game you can choose not only whether the weather is wet or dry, but if it's night or day and you've even got a choice of the four stadiums! When the match begins both teams run onto the pitch, and even though the players all look a bit Japanese, the kits are just about spot on. During the game there is of course a running commentary which isn't, for once, done by a well-known sports commentator and is in the great tradition of all ISS commentators – help! So if you want to play Brazil v Wales in an Exhibition match on a rainy night with a bloke shouting 'Scorchio!' every time you score a cracking goal, then this is the game for you!

SCOTLAND 1P				REP OF IRELAND			
1	🏴󠁧󠁢󠁥󠁮󠁧󠁿	McLaren	1	🇮🇪	Slaine		
2	🏴󠁧󠁢󠁥󠁮󠁧󠁿	N.Gough	2	🇮🇪	Belling		
3	🏴󠁧󠁢󠁥󠁮󠁧󠁿	Gallach	3	🇮🇪	McCreedy		
4	🏴󠁧󠁢󠁥󠁮󠁧󠁿	M.McStay	4	🇮🇪	Mahoney		
5	🏴󠁧󠁢󠁥󠁮󠁧󠁿	Pherson	5	🇮🇪	Quirke		
6	🏴󠁧󠁢󠁥󠁮󠁧󠁿	Marshall	6	🇮🇪	Murphy		
7	🏴󠁧󠁢󠁥󠁮󠁧󠁿	P.Malpas	7	🇮🇪	Guinness		
8	🏴󠁧󠁢󠁥󠁮󠁧󠁿	McClair	8	🇮🇪	Devine		
9	🏴󠁧󠁢󠁥󠁮󠁧󠁿	Roberto	9	🇮🇪	Quinlan		
10	🏴󠁧󠁢󠁥󠁮󠁧󠁿	H.Durie	10	🇮🇪	Rourke		
11	🏴󠁧󠁢󠁥󠁮󠁧󠁿	G.McCall	11	🇮🇪	Quinn		

Before you take your penalties, choose who's going to take them. Better get the donkeys to the back, methinks!



Oh dear, not only am I named after a pint, but that flying goalie has just saved my shot! Not my day really. Doh!

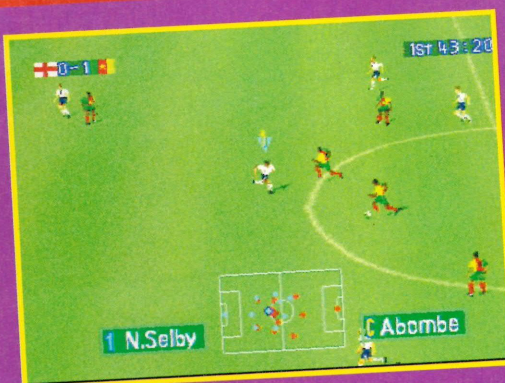


It's the brave boys of England! Recognise any of them? Nope, neither do I, but that blonde one could be Gazza...



### CLOSE

Another side on view, but this time it's a bit closer – of course – meaning that you get more detail, but it's harder to pass accurately because you see less.



### FAR

Hmmm. Why could this view be called 'Far'? Because it's further away? Could it be that simple? Yes it could, and so are you if you didn't realise that.



### MIDDLE

This is the default view, which gives you a side-on look at the pitch and is the best of the bunch. Not too near, not too far, but just right!



# NEXT MONTH

## WE'RE BUSTIN'-A-MOVE!

Yes folks as of next month your favourite PlayStation mag is merging with its older sister to become your definitive PlayStation bible!



## NEXT MONTH

PLAYSTATION PLUS BRINGS YOU

THE WORLD EXCLUSIVE HEXEN REVIEW!  
FIRST LOOK AT GT'S COIN-OP CONVERSION OF WILLIAMS' NHL OPEN ICE  
MAKE YOU OWN GAMES! IN DEPTH COVERAGE OF THE YAROZE PLAYSTATION!  
MASSIVE PANDEMONIUM! PLAYER'S GUIDE!

**PLUS!**

TOBAL NO2

ISS PRO

NEED FOR SPEED 2

TEKKEN 3



# XPIRE



## HOLD\$ YOU CAPTIVE

Gripping.  
Brutal gameplay.  
Relentless.  
X2

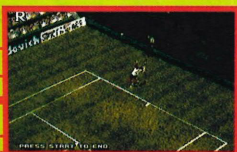
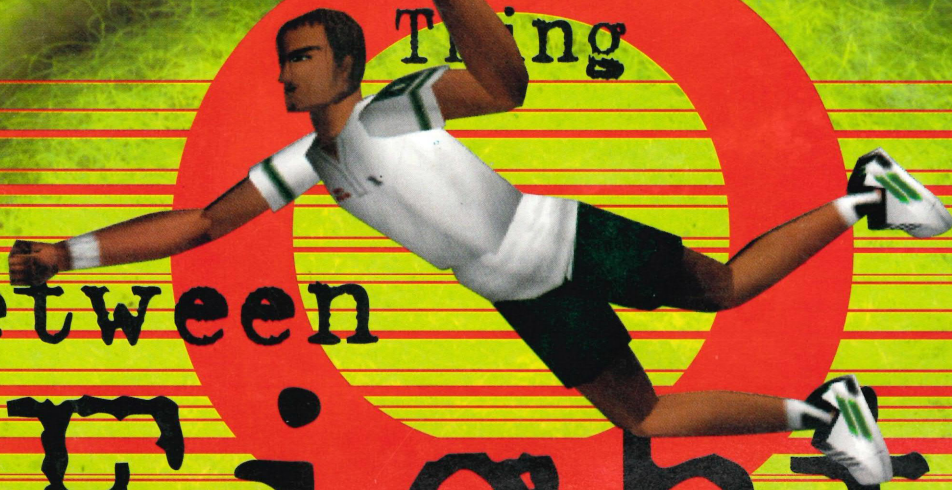


orbitals plasma van-de-graf reverse twist devastate ripple pulse nemesis  
cloud stealth 50hz trigger speech seamless multiples 256 line solid  
model true colour transparent rotational scale glare smooth

<http://www.ocean.co.uk> <http://www.team17.com>



Tennis  
Between TWO People  
Is A  
Beautiful  
Thing  
Between  
Eight  
It's  
Incredible.



4 COURT SURFACES &  
DIGITISED SOUND EFFECTS  
AND MUSIC.

FULLY MOTION CAPTURED  
PLAYER MOVEMENT.

8 CHARACTERS + SPECIAL  
HIDDEN CHARACTERS.

REAL-TIME 3D GRAPHICS.

EACH PLAYER HAS SPECIAL  
AND UNIQUE 'COMBO' MOVES

REAL-TIME ACTION REPLAYS



OCEAN SOFTWARE LTD . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TEL: 0161 832 6633 . FAX: 0161 834 0650

INTERNET: <http://www.ocean.co.uk>

**ocean**